

TAKE YOUR GAME FURTHER™ BRADYGAMES®

# MAX PAYNE™ 2

## THE FALL OF MAX PAYNE

A FILM NOIR LOVE STORY

### OFFICIAL STRATEGY GUIDE

By Tim Bogenn

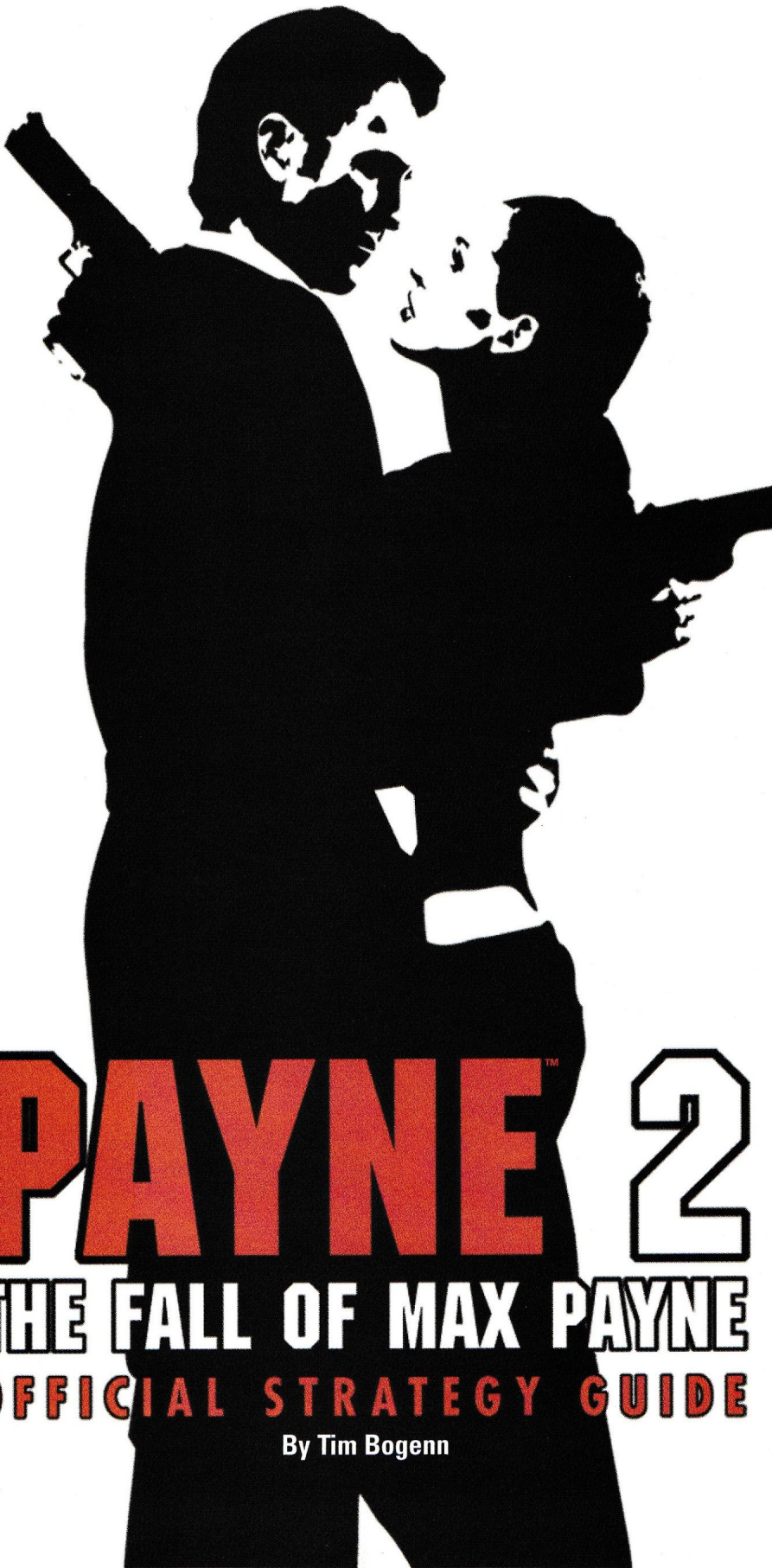


Covers PlayStation® 2  
Computer Entertainment System  
and Microsoft Xbox™

This game  
has received  
the following  
rating from  
the ESRB:







# MAX PAYNE<sup>TM</sup> 2

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## ACKNOWLEDGEMENTS

Special thanks to Terry Donovan, Jenefer Gross, Corey Wade, and everyone at Rockstar—especially Steve Knezevich for the great work on the screenshots. Your collective time and expertise has helped make this guide great.





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# PREVIOUSLY

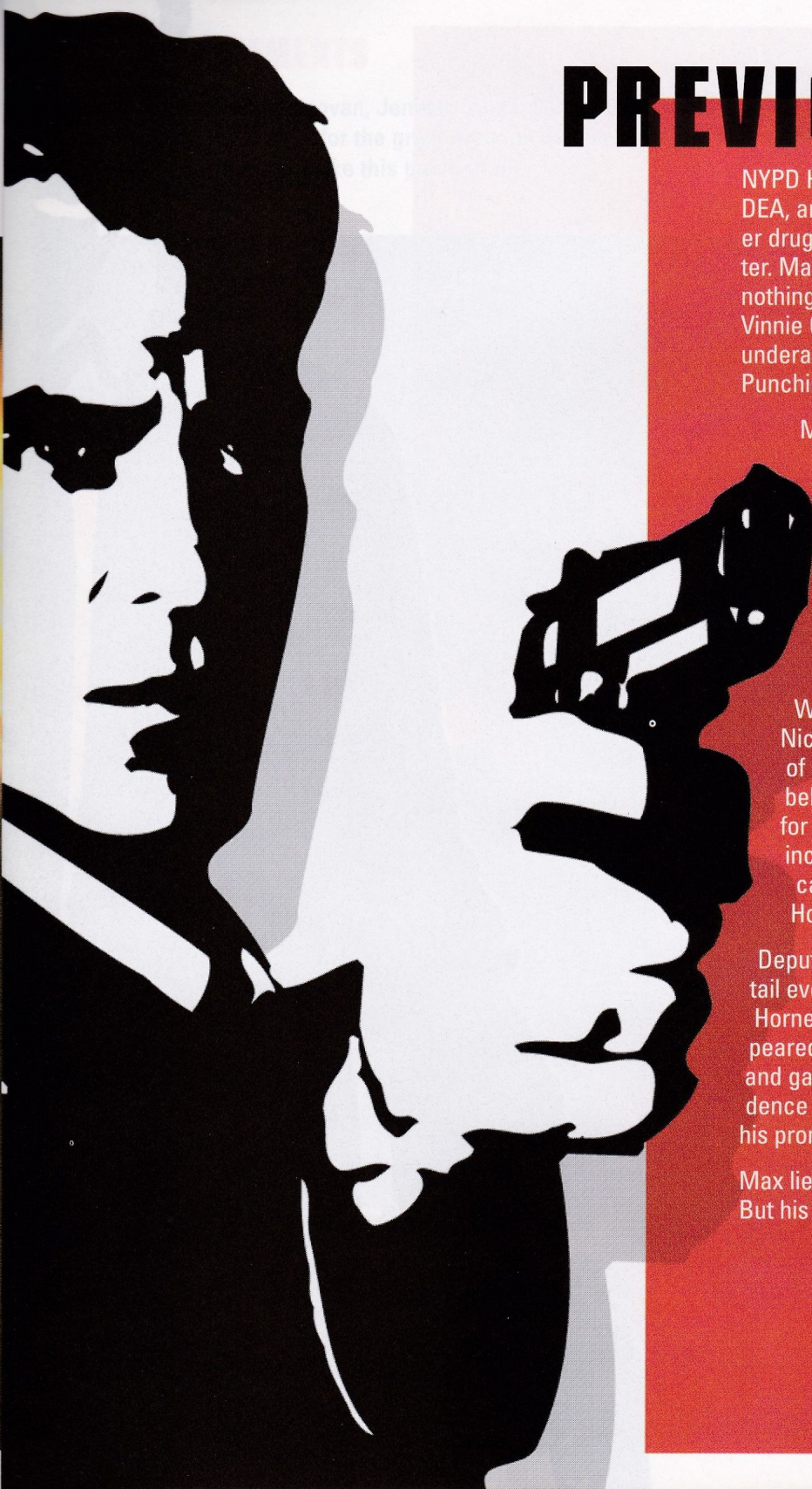
NYPD Homicide Detective Max Payne transferred to the DEA, and went undercover to investigate how the designer drug V was tied into the murder of his wife and daughter. Max got too close and was framed for murder. With nothing to lose, he went after the Mafia. Specifically, Vinnie Gognitti, a Mafioso who took out his frustrations on underaged call girls. One of his victims was Lisa Punchinello, twin sister of Mona Sax.

Max left Vinnie bleeding in alley after getting the information he needed. He met Mona at the Ragnarock, a gothic nightclub. Mona was a hired killer, and both she and Max were after the same man: her sister's sadistic husband and mob boss, Angelo Punchinello.

Max made a deal with a Russian arms dealer, Vladimir Lem, to get to Angelo. But Max was over his head; the government was involved. Alfred Woden told Max the name of his real enemy... Nichole Horne. Both Woden and Horne were members of a secret society called the Inner Circle. She was behind V, behind everything. While Max was working for the DEA, his wife accidentally saw paperwork incriminating Horne. Woden promised he would take care of the charges against Max if he would take Horne out of the picture.











Deputy Chief Jim Bravura of the NYPD was hot on Max's tail every step of the way. Mona sided with Max against Horne and took a bullet to the head. Her body disappeared behind closed elevator doors. Max took out Horne and gave himself up to the police. He had enough evidence against Woden that he knew Woden would keep his promise.

Max lied to himself that it was over... He was still alive. But his loved ones were still dead. It wasn't over...

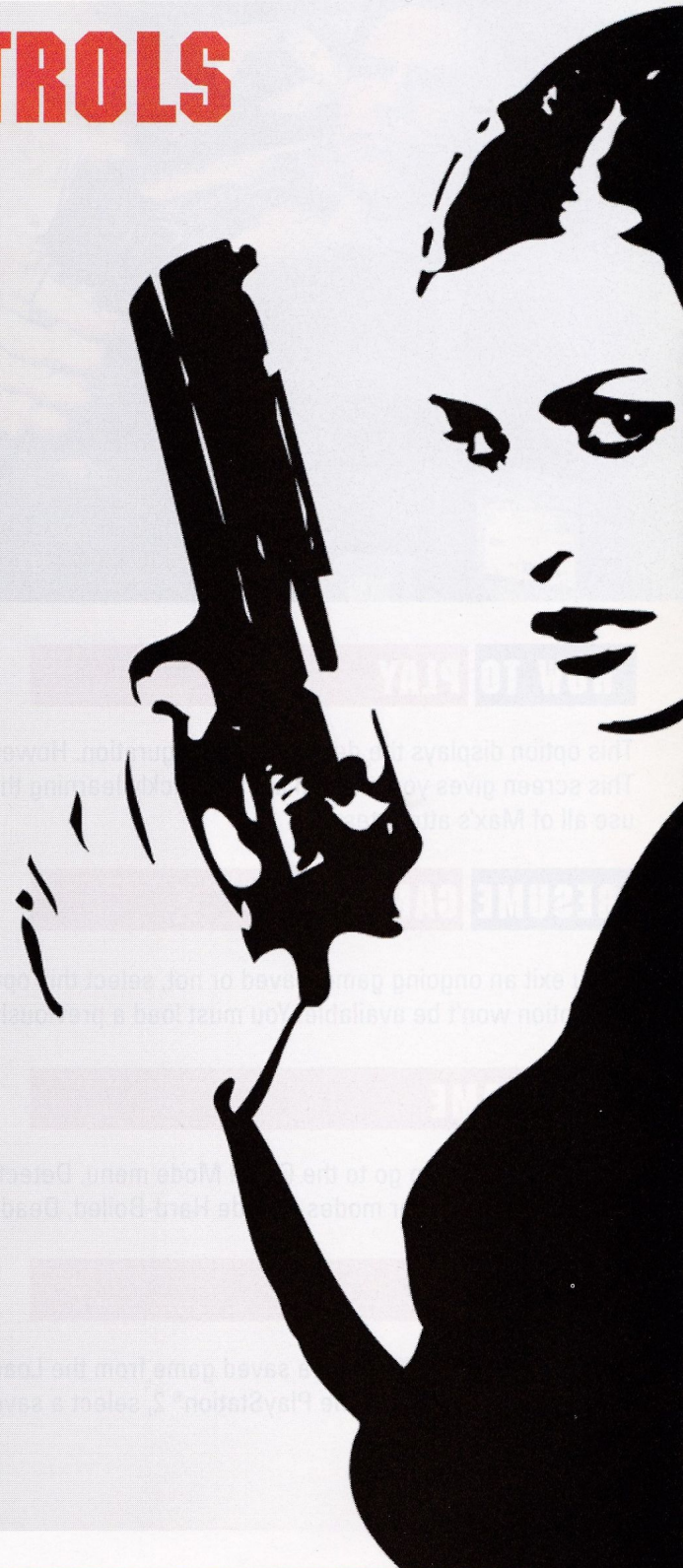




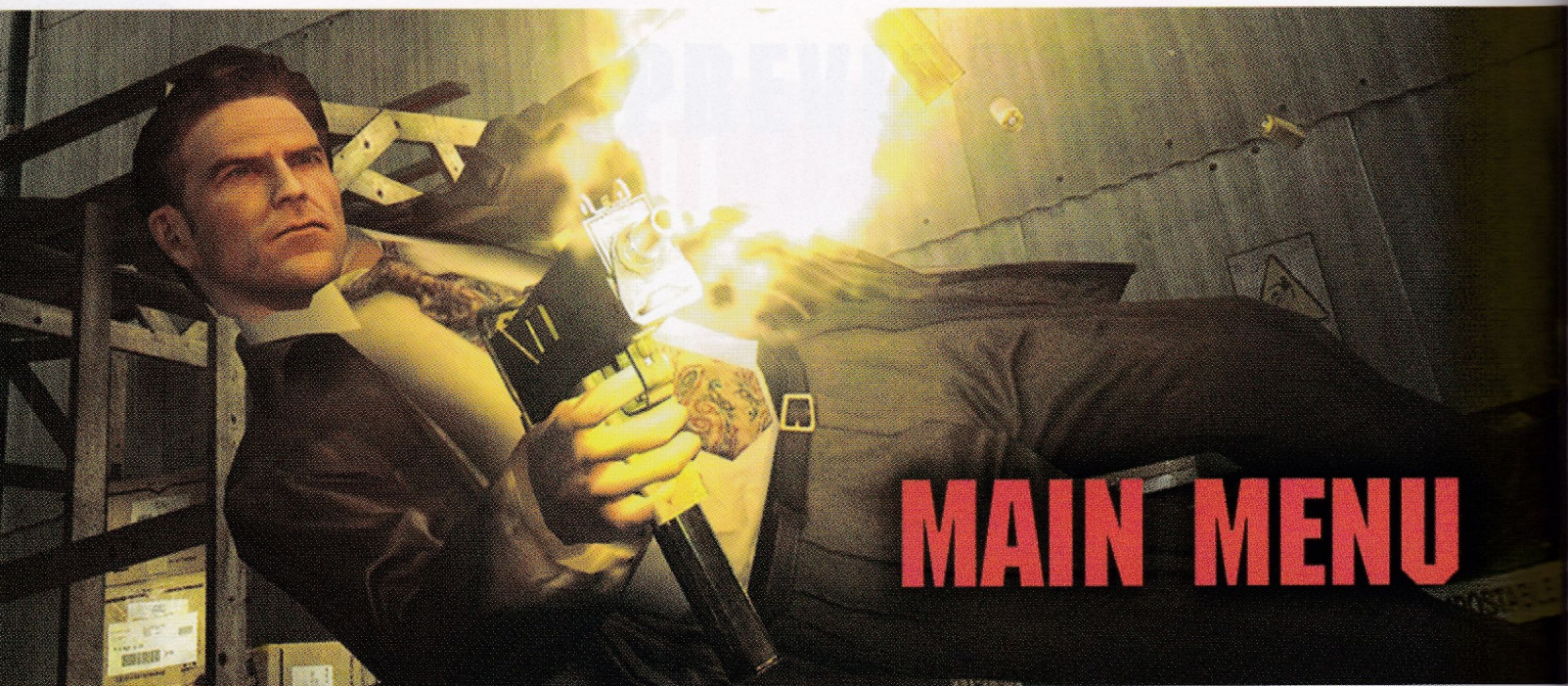
# CONTROLS

Action	PS®2 Controls	XBox™ Controls
Move/Strafe	Left Analog Stick	Left Thumbstick
Aim	Right Analog Stick	Right Thumbstick
Aim Fast	<b>R3</b>	Click Right Thumbstick
Crouch	<b>L3</b>	Click Left Thumbstick
Reload		
Use Painkillers		
Jump		
Use/Sniper Zoom		
Shoot	<b>R1</b>	<b>R</b>
Secondary Attack	<b>R2</b>	
Shootdodge™	<b>L1</b>	<b>L</b>
Bullet Time*	<b>L2</b>	
Weapons Menu	Directional Buttons	Directional Pad
Main Menu	Select	Back Button
Pause Menu	Start	Start

\* BULLET TIME COMBO IS UNASSIGNED







## HOW TO PLAY

This option displays the default control figuration. However, accessing the Options menu will allow you to customize these controls. This screen gives you a visual aid for quickly learning the control scheme, and it allows you to jump into the action fully prepared to use all of Max's attributes.

## RESUME GAME

If you exit an ongoing game, saved or not, select this option to jump right back into the action. However, if the game is turned off, this option won't be available. You must load a previously saved game.

## NEW GAME

Select this option to go to the Game Mode menu. Detective is the only mode available until you unlock more modes by completing the game once. Other modes include Hard-Boiled, Dead on Arrival, New York Minute, Dead Man Walking, and Jump to Chapter.

## LOAD

To load on the Xbox™, select a saved game from the Load Game menu, then press the A Button. The game saves automatically between each level. For the PlayStation® 2, select a saved game from the Load Game menu, then press the X Button to load.



## SAVE

There are six available save game slots in the PlayStation 2 version and three in the Xbox version; however, there's no quicksave feature on the PS2 version. To save on the PlayStation 2, press SELECT to return to the Main menu and select Save Game. Highlight a slot, then press the X Button. To save on the Xbox, return to the Main menu and select Save Game. Highlight a slot, then press the A Button to save.

## PREVIOUSLY

This option plays a special graphic novel that summarizes the events that led up to *Max Payne 2: The Fall of Max Payne*. This graphic novel does not have a Browse mode.

## OPTIONS

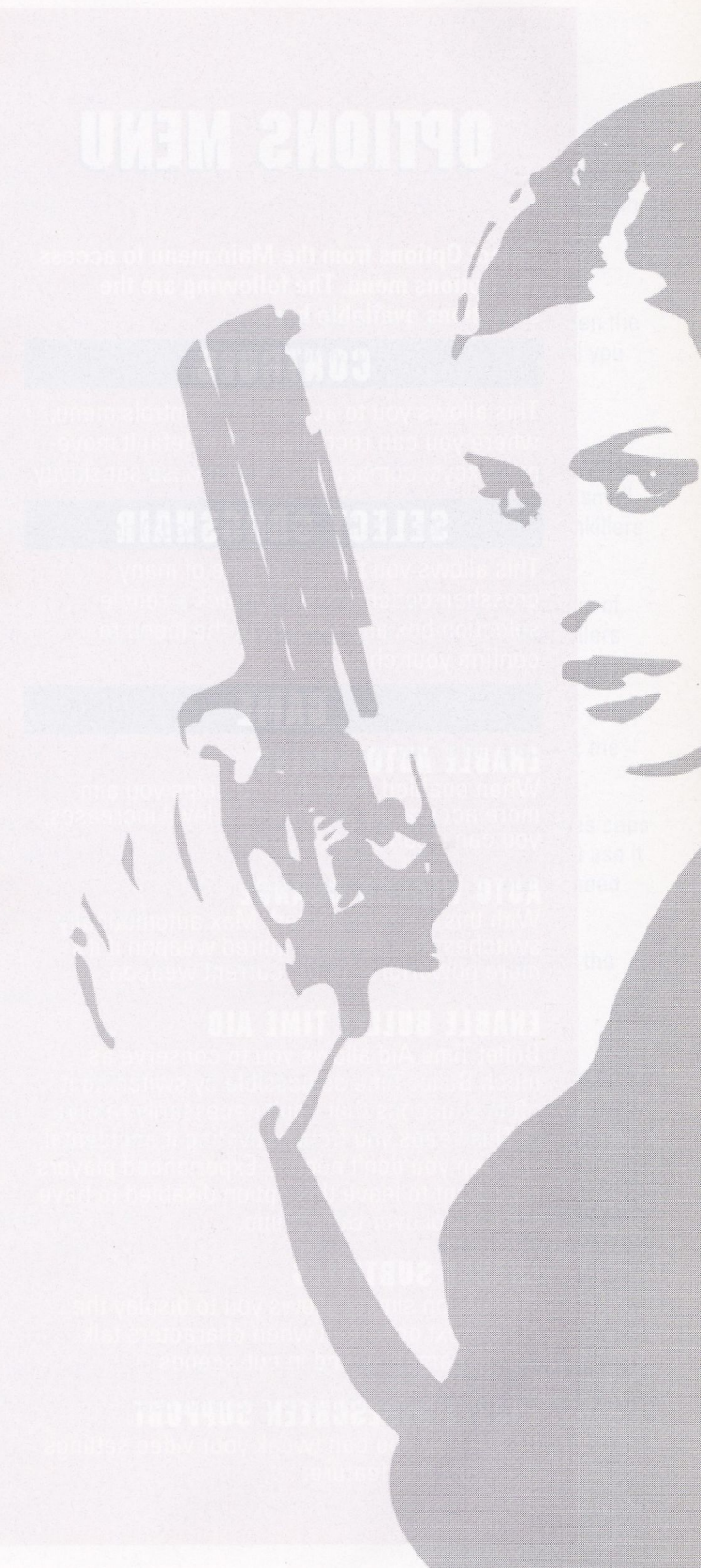
This option allows you to access the Options menu (see "Options Menu" on page 8 of this guide).

## CREDITS

View all the brilliant people involved in making this fantastic game.

## QUIT

Select Quit to exit the game.





# OPTIONS MENU

Select Options from the Main menu to access the Options menu. The following are the selections available here.

## CONTROLS

This allows you to access the Controls menu, where you can reconfigure the default movement keys, combat keys, and mouse sensitivity.

## SELECT CROSSHAIR

This allows you to choose one of many crosshair options. Simply check a reticle selection box and exit out of the menu to confirm your choice.

## GAME

### ENABLE AUTO AIMING

When enabled, Auto Aiming helps you aim more accurately. As your skill level increases, you can disable this feature.

### AUTO WEAPON CHANGE

With this option selected, Max automatically switches to a newly acquired weapon if it's more powerful than his current weapon.

### ENABLE BULLET TIME AID

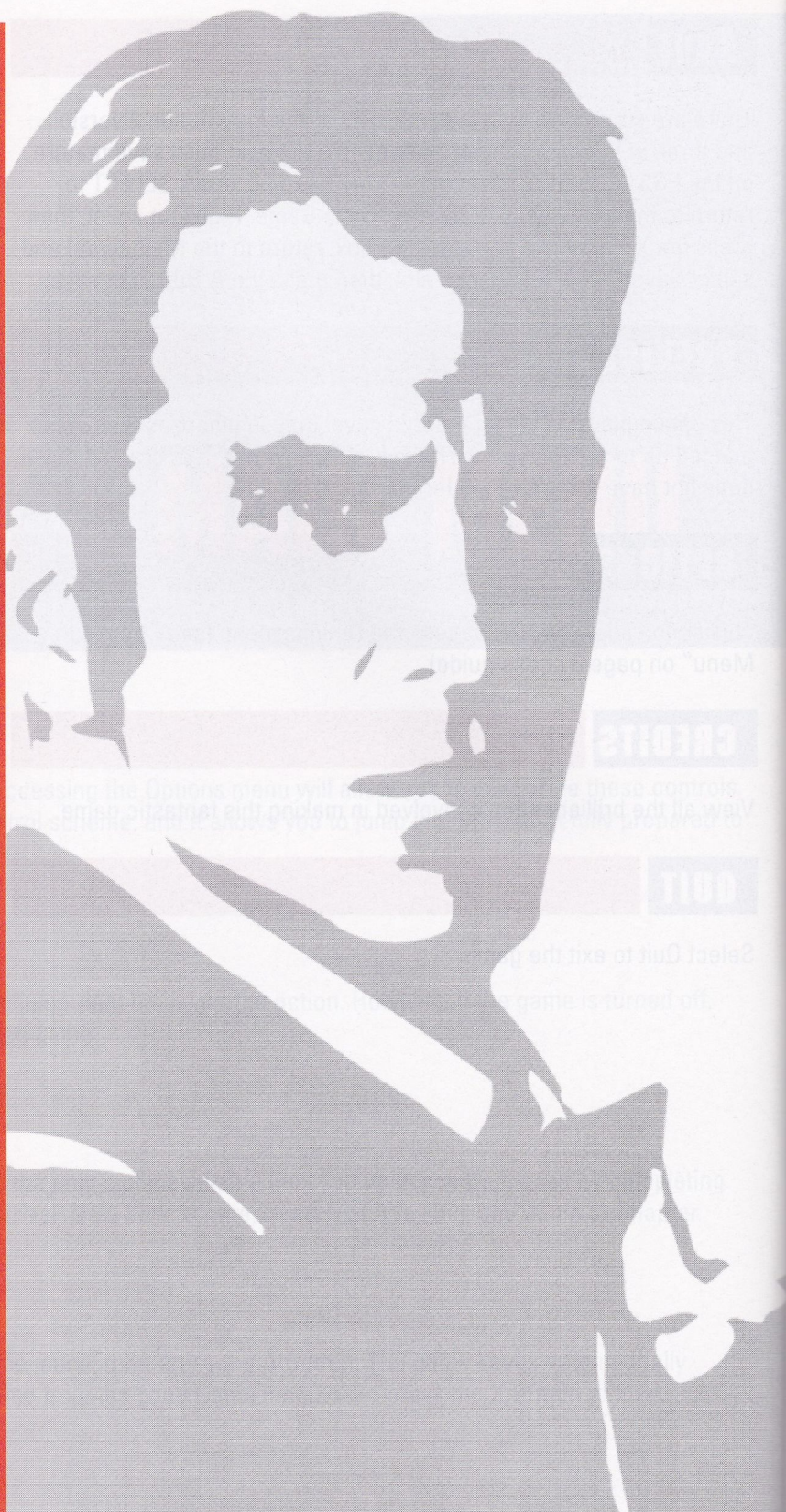
Bullet Time Aid allows you to conserve as much Bullet Time as possible by switching it off in situations that don't necessarily require it. This keeps you from activating it accidentally when you don't need it. Experienced players may want to leave this option disabled to have full control over Bullet Time.

### ENABLE SUBTITLES

This option simply allows you to display the dialog text onscreen when characters talk during gameplay and in cut-scenes.

### ENABLE WIDESCREEN SUPPORT

On the PS2 you can tweak your video settings to enable this feature.





## THE GRAPHIC NOVEL

As you encounter a new page to the Graphic Novel, the story advances automatically page by page; there is no user interaction required. Gameplay will resume as soon as the Graphic Novel is completed.

In the PlayStation 2 version, press the X Button to skip to the next screen and press the Triangle Button to skip the entire graphic novel. Press the Left/Right Directional Buttons to scroll through the pages of the Graphic Novel. In the Xbox version, press the A Button to skip to the next screen.

## THE PAIN BAR

The silhouette of Max in the lower-left corner of the screen indicates Max's health. As he receives damage, the Pain Bar fills with red. When the Pain Bar is completely red, Max dies. When Max is badly hurt (the Pain Bar's head is red), health will return slowly, but it will taper off until you find a better way to stay alive, such as Painkillers.

## PAINKILLERS

Bottles of Painkillers can be found inside cabinets, desks, and containers, on the bodies of fallen enemies, or just lying around. When you collect Painkillers, Max stores them in his coat pocket (you can actually hear them rattling around). The amount collected is displayed next to the small Painkiller bottle icon. To use the Painkillers, press the Circle Button (PS2) or the White Button (Xbox). The damage that's healed by the Painkillers isn't instantaneous, and it's only a fraction of the Pain Bar.

It takes a few seconds for a bottle of Painkillers to kick in, indicated by the faded red color in the Pain Bar. The faded color is the true status of Max's health. If continued pain is inflicted and the faded area fills the Pain Bar, Max will die. Try to find a safe place to hide until the Painkillers take effect.

## BULLET TIME

Bullet Time enables you to slow down time, including your own movement. The only thing not affected by Bullet Time is your aiming speed; the targeting reticle remains in real time. This lets you outgun enemies and dodge bullets.

The hourglass icon next to the Pain Bar displays the amount of Bullet Time available. This hourglass will fill up over time. Defeating enemies causes the hourglass to fill up more rapidly. Taking out multiple enemies quickly changes the hourglass to different shades of yellow. When you use it during this time, Max will go deeper into the zone, slowing enemy movement even more dramatically while Max's movement and reticle speed remain the same. The darker the shade of yellow, the more the scales of battle tip in your favor.

When you press the Bullet Time button (L2 Button for PS2; B Button for Xbox), the hourglass begins to drain. Bullet Time will continue until the hourglass is empty. To conserve Bullet Time when the enemy threat has been dealt with, press the button a second time to turn it off.

## SHOOTDODGE

Pushing Left, Right, Forward, or Back + the Shootdodge button (Left Trigger for Xbox; L1 Button for PS2) allows you to perform a Bullet Time dive in the direction you've selected. A normal dodge is performed by pressing Left, Right, Forward, or Back + Jump, but time is not slowed down. The wonderful thing about Shootdodging is that it can be performed when no Bullet Time is available (empty hourglass). And when you use Bullet Time and Shootdodge together, the move is further enhanced.

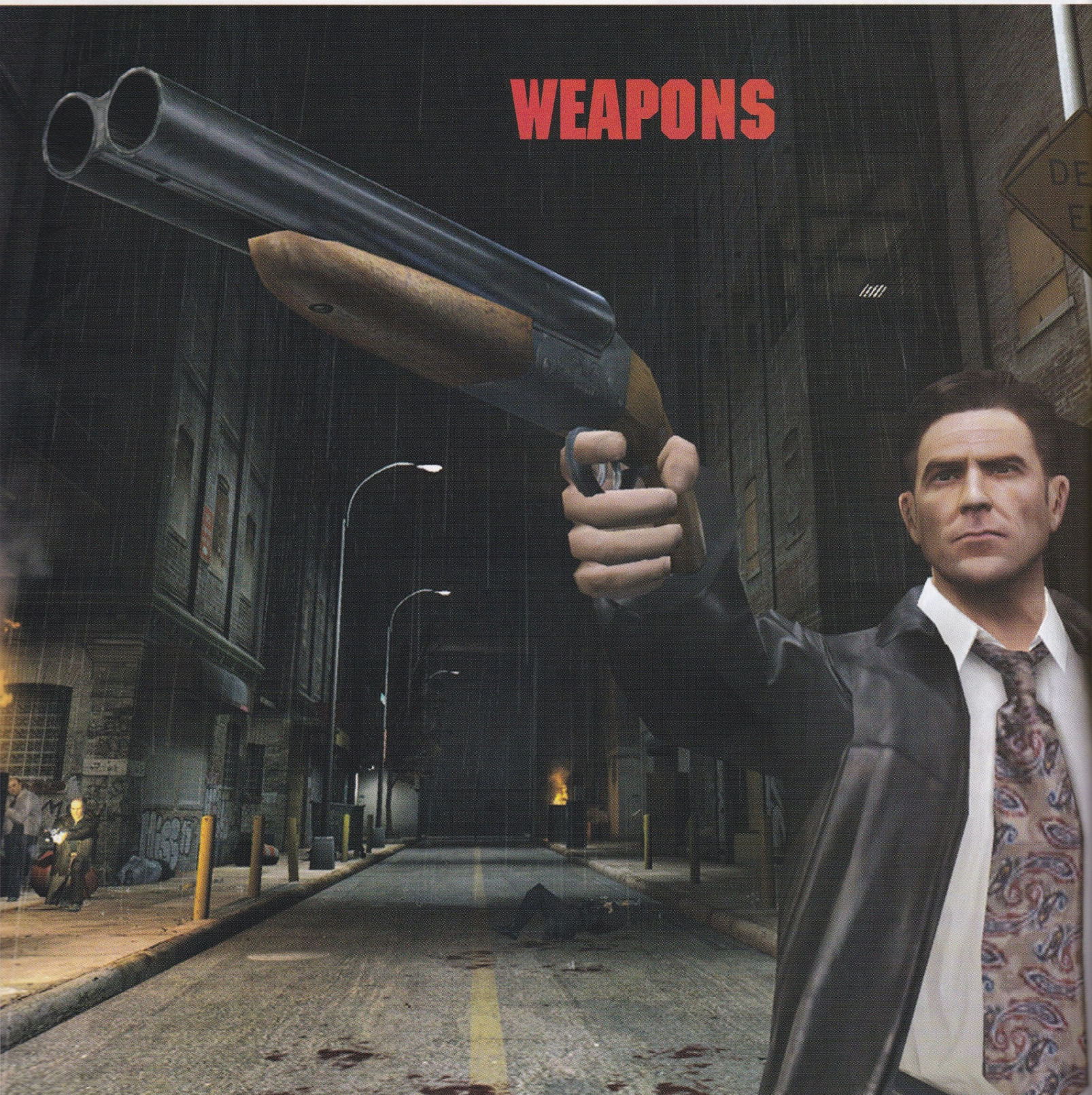
Shootdodging is just like using Bullet Time, but the effects don't last as long. It ends shortly after you land on the ground. After the Shootdodge, you can continue to fire while in the prone position by holding the Shoot button. You will remain on the ground until you let go of the Shoot button, or until your weapon runs out of ammo.

## BULLET TIME COMBO

The Bullet Time Combo is unassigned by default. If you wish to use it, enter the Options menu and select Controls to assign a button to this feature. This allows you to perform both Bullet Time and Shootdodge by pressing one button. If it is pressed when you're standing still, Bullet Time will be activated. If you're running, a Shootdodge will be performed.



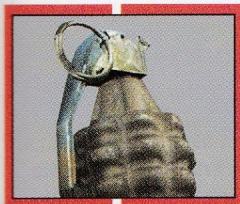
# WEAPONS





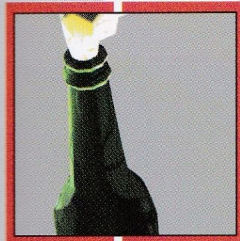
There are six categories of weapons: Explosives, Handguns, Shotguns, Submachine Guns, Assault Rifles, and Sniper Rifles. Max Payne begins the game in a hospital... unarmed. You must acquire all weapons from fallen enemies. If you run out of ammo, any weapon can be used as a Melee weapon as long as you've selected the Melee option (Directional Buttons on PS2; Directional Pad on Xbox) or have no explosives. All weapons are reloaded automatically when emptied (as long as more ammo is in reserve). To reload manually, press the Triangle Button (PS2) or the Black Button (Xbox). You should always reload manually before entering a new area.

## EXPLOSIVES: SLOT 1



### GRENADE

Grenades occupy the Melee/Explosives weapon slot. To throw a Grenade, press the Secondary Attack key (Y Button on Xbox; R2 Button on PS2). Make sure to throw a Grenade far away, and get out of the area when one lands nearby.



### MOLOTOV COCKTAIL

The Molotov Cocktail is the poor man's Grenade. It's simply a bottle filled with gasoline and a rag in the neck acting as a wick. The Molotov occupies the Melee/Explosives weapon slot. Its blast range isn't as wide as the Grenade's, but it will burn the targets to death.

## HANDGUNS: SLOT 2



### DESERT EAGLE

The Desert Eagle is a Magnum-caliber, semiautomatic, single-action pistol. It's much more powerful than the 9mm. This weapon carries 10 rounds per magazine. It's very accurate, and it's helpful in long- and short-range firing. Double the power by holding two at once!

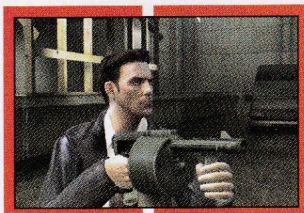


### 9MM PISTOL

The 9mm Pistol is a rapid-firing handgun that carries 16 bullets per magazine. This is a good weapon for long- and short-range combat. When you acquire two 9mm pistols, you can hold them both at once.



## SHOTGUNS: SLOT 3



### STRIKER

The Striker was used as a Soviet infantry weapon during WWII. It fires a spreading burst round like a shotgun, but with more long-range effectiveness. Drum magazine capacity: 10 burst rounds.

### PUMP-ACTION SHOTGUN

The single-barrel Pump-Action Shotgun fires seven rounds in rapid succession. After the seventh round has left the barrel, all shots that follow require Max to insert a shell and pump the shotgun. This increases the time between firings. To avoid this delay, reload after firing seven shots. (Releasing the Shoot button will allow Max to reload automatically after the seventh shot.)

### SAWED-OFF SHOTGUN

This is *not* a legal police-issue weapon; it can be found on fallen enemies. The shorter barrel causes a wider spread over shorter ranges than the other shotgun-class weapons. The double-barrel Sawed-Off holds two shells that can be fired in rapid succession. Don't use it if you're going up against more than two enemies at close range.

## SUBMACHINE GUNS: SLOT 4

### MP5

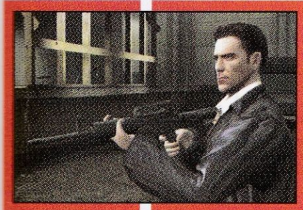
This submachine gun is a high-powered automatic weapon with a blistering rate of fire. It has a scope to enhance long-range shooting. Press the X Button (Xbox) or the Square Button (PS2) to use the scope. Each magazine holds 30 rounds.

### INGRAM

The Ingram isn't quite as deadly as the MP5 and fires 16 rounds to a magazine. However, find two of these bad boys and you can hold one in each hand!

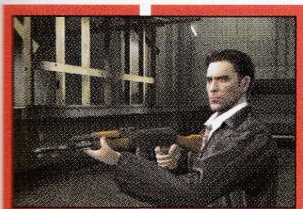


## ASSAULT RIFLES: SLOT 5



### M4 CARBINE

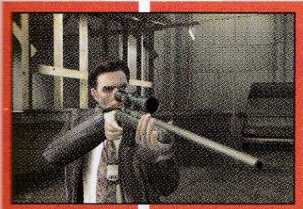
The M4 Carbine is the primary weapon for most Special Forces soldiers and Rangers. It fires 5.56mm rounds, with a 500-meter maximum effective target. It holds 30 rounds per magazine.



### KALASHNIKOV

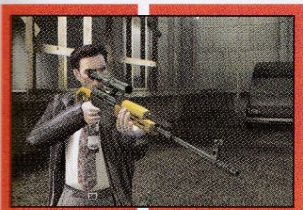
The Kalashnikov, developed by Mikhail Kalashnikov for the Soviet Army motorized infantry, was adopted into service in 1949. It fires 600 rounds per minute, and its magazine holds 30 rounds. The Kalashnikov is the most commonly found machine gun in the game, so use it as often as you can.

## SNIPER RIFLES: SLOT 6



### DRAGUNOV

This semi-automatic sniper rifle was the first Russian weapon completely designed from scratch as a sniper rifle. The original Dragunov was designed by Evgeniy Dragunov, a colleague of Kalashnikov. The Red Army formally adopted the Dragunov in 1963. Its magazine holds 10 rounds. Press the Use button to activate the scope. The scope only has one zoom setting, unlike the Sniper Rifle (see below). However, it holds more rounds per magazine and has a faster rate of fire.



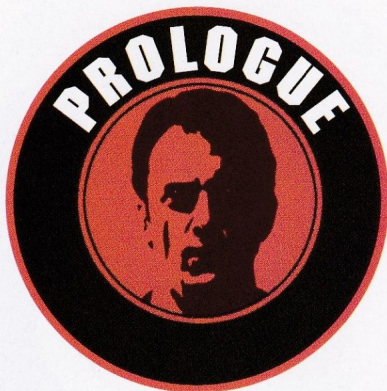
### SNIPER RIFLE

The Sniper Rifle holds five rounds per magazine and has a slower rate of fire than the Dragunov, but its scope is much more flexible and powerful. Tap the Use button to activate the scope at a magnification similar to the Dragunov's scope. Press and hold the Use button to achieve a greater magnification. Using Bullet Time while sniping buys you more time to dodge bullets and slows down the enemies for easier targeting.



# PART I: THE DARKNESS INSIDE

## [THE MANOR, NOW]

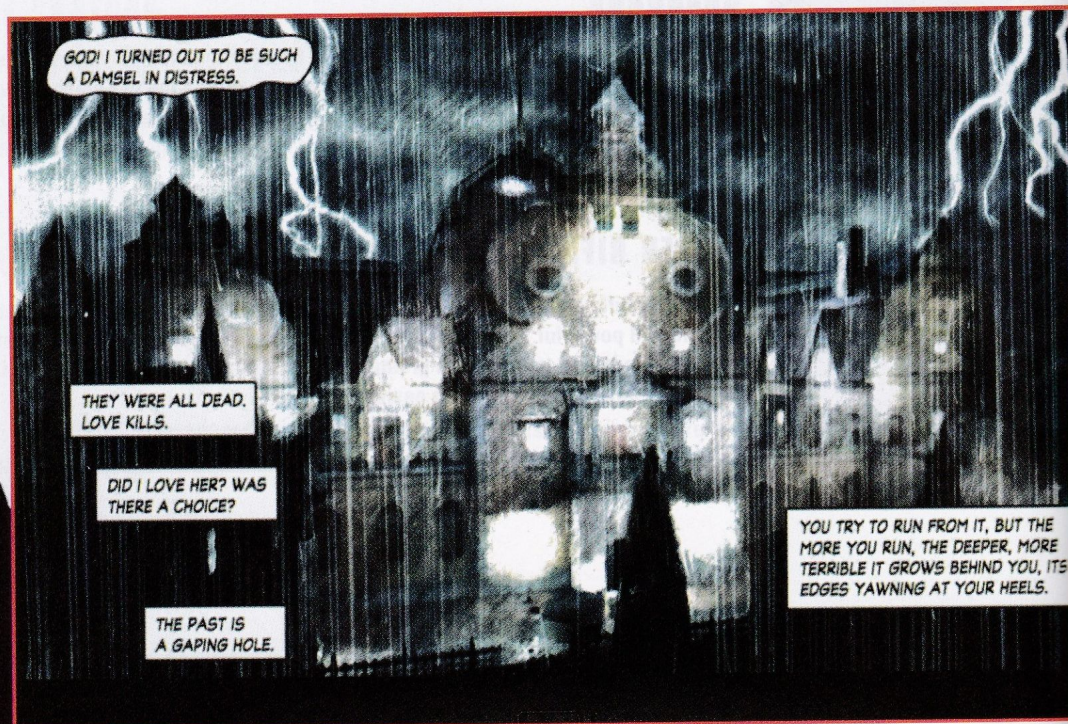


As the game opens, Mona's voice is heard echoing in Max's recent memory. Max says, "They're all dead. Love kills." Police sirens reverberate outside the manor as Max reflects on what happened that night...

## [THE HOSPITAL, EARLIER TONIGHT]

Max opens his eyes. He's in a hospital bed. Doctors have just patched him up and saved his life. He rips the I.V. and monitor cables from his arm as he stumbles to his feet, all the while agonizing over another woman's passing. But this time it was his fault.

Max begins his escape from the hospital.







## PROLOGUE: HOSPITAL

*The game begins in a hospital ICU recovery room, where Max regains consciousness. The room is empty, Max's head is woozy, he's unarmed, and he suffers from a half-full Pain Bar. He stands facing the door to the hallway.*

Turn around and open the tall green cabinet in the corner near the window to find two bottles of **Painkillers**. Take them to restore most of Max's health; only his feet still hurt.



## INTERACTIVE ENVIRONMENT

In *Max Payne 2: The Fall Of Max Payne*, you can interact with just about everything you see that has a function in real life. The recovery room alone will give you an idea of what you're in for. Everything works! Go ahead, turn on the faucets, play with the hospital monitors, flush the toilet, take a shower, and use the hand towels. Most cabinets and desks have drawers that can be opened (unless locked), most phones can be answered, and TVs can be turned on and off. If it doesn't make a sound when you inspect it, then it can be knocked over, climbed on, shot at, or

exploded. It's just friggin' awesome!



# PROLOGUE

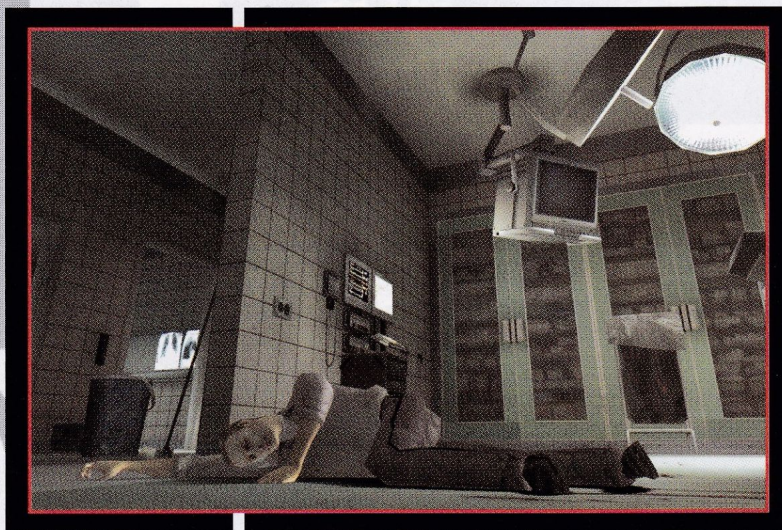
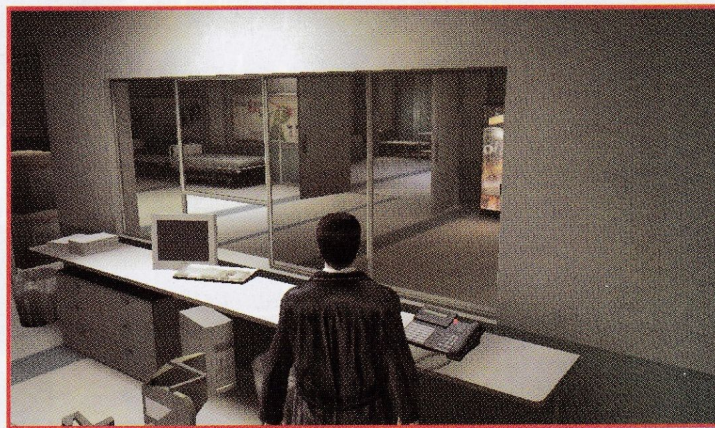


# PART I: THE DARKNESS INSIDE

When you enter the hallway, voices from the recent past begin creeping into your head. Ignore them. They may go away. Max cannot unlock any of the secured doors, so go through the door at the end of the hall and enter another recovery room. There are no hidden Painkillers or weapons in this room. When you approach the exit, Max becomes weak-kneed as he experiences a flashback of Mona and him together.

Head through the double doors to the ICU reception area. The ringing phone becomes much louder. Enter the reception room and answer the phone. The doctor on the other end asks that the room reserved for Max's partner Winterson be taken off hold. The patient is DOA.

As you enter the room the cop came from, another crippling flashback occurs. X-rays on the light panel turn into Mona's face. Winterson appears and disappears as you regain full consciousness.

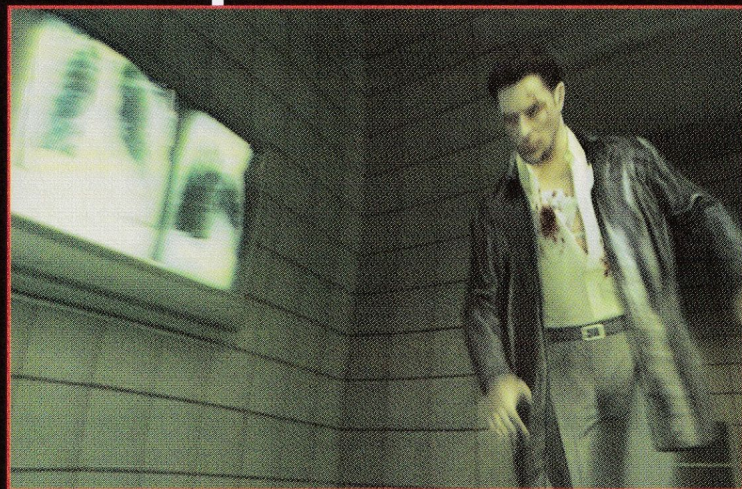


Exit the room and find three bottles of **Painkillers** inside the red plastic container in front of the locked double doors. Enter the adjacent double doors to the operating room. A dead security guard lies on the floor. Max bends down and picks up his piece, a 9mm with 15 rounds.

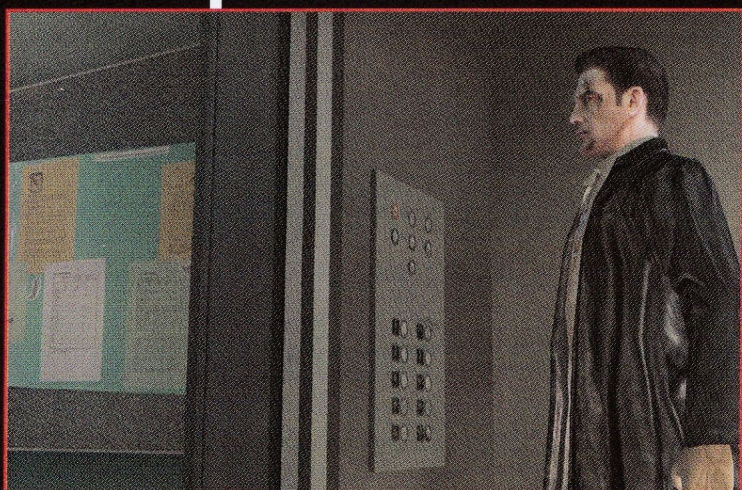
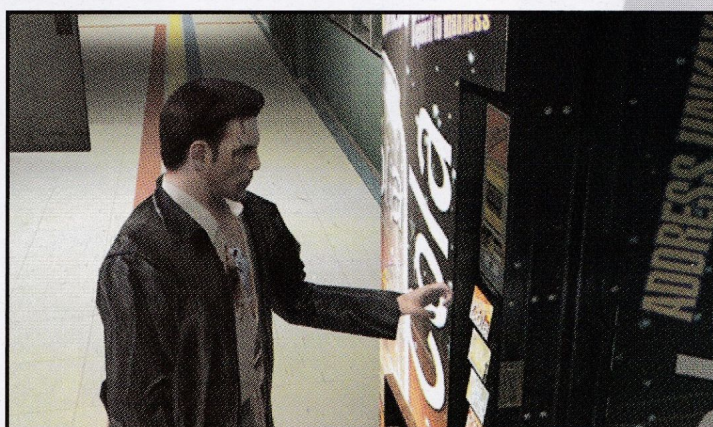
You now hold a weapon and a Melee device. A moment later, a well-armed New York cop, decked out in full tactical gear, barges into the room. Use Bullet Time, or Shootdodge, or both, or neither. Just gun him down, and he'll die in a cool and very quick little cinematic shot. Pick up his 9mm. Now you can wield both 9mm pistols, or just one of them.







Go into the hallway and take a right to the emergency waiting room. (Notice that the drink machine continually spits out drink cans when you interacted with it.) As you enter the waiting room, an elevator door opens. Enter the elevator and press the control panel. When the doors open on the lower floor, Jim Bravura catches up to you. He accuses you of your partner's death.

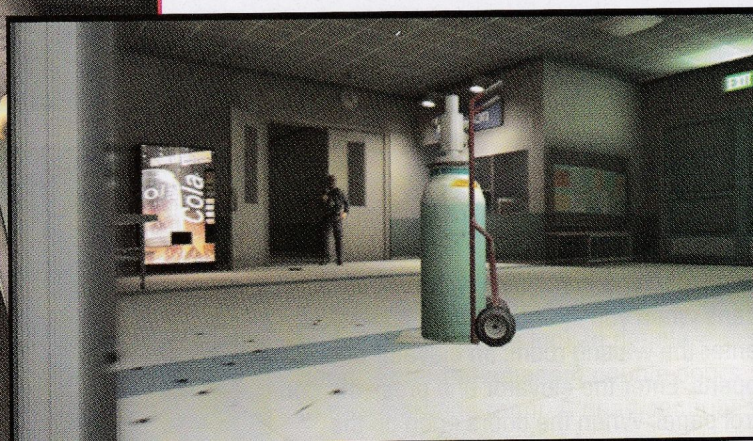




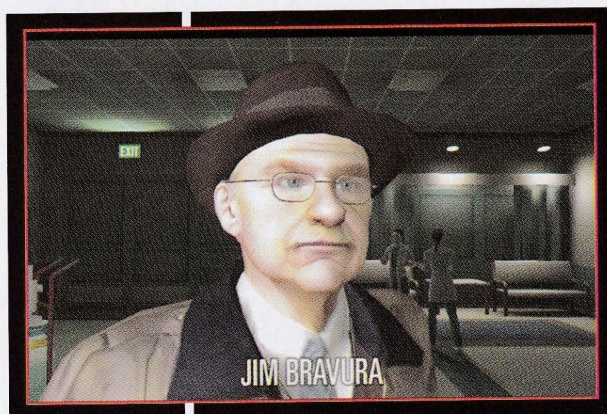
# PART I: THE DARKNESS INSIDE



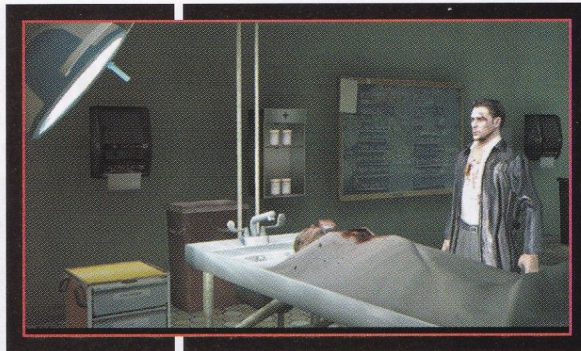
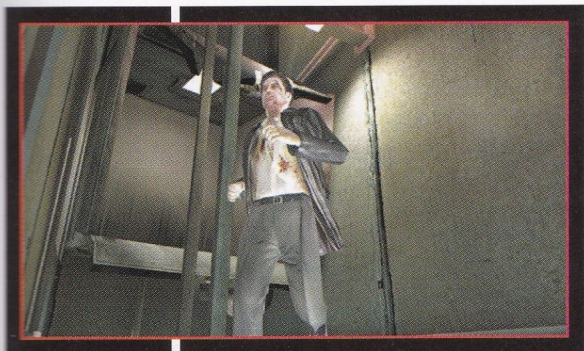
The elevator falls to the basement. Exit the elevator shaft and enter the morgue through the connecting room. Winterson lies on a table, covered by a bloodstained sheet. Only her face is exposed. Max stands waist-deep in guilt as the Prologue ends.



Suddenly, Bravura is gunned down in a hail of bullets as a masked commando storms the room. An explosive canister is hit by a stray bullet and rockets into the adjacent elevator shaft. The whole place goes up in flames as your elevator drops.







## [THE MANOR, NOW]

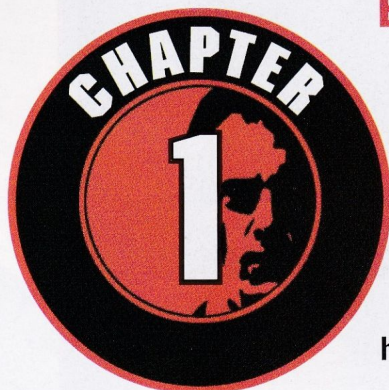
After remembering how he discovered Winterson in the morgue, Max flashes forward to the present. He reflects on the insignificant actions he took that prevented him from stopping the death of his wife and daughter. The cops are outside, the Manor is ablaze, and Max continues to reflect on the past.





# PART I: THE DARKNESS INSIDE

[NEW YORK, LAST NIGHT]



## ELEVATOR DOORS

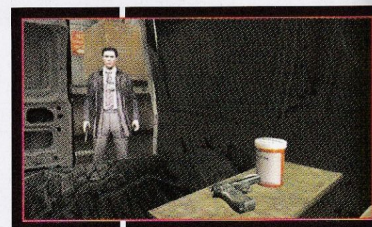
In the previous story, Alfred Wooden promised Max that he wouldn't be blamed for eliminating Nicole Horne. As much as Max wanted to pay for his crimes, Alfred was true to his word. Max became a hero, but he left the DEA and returned to the NYPD.

Max accepts a radio dispatch call for an officer at Vladimir Lem's warehouse, where shots have been fired.



## WAREHOUSE INFILTRATION

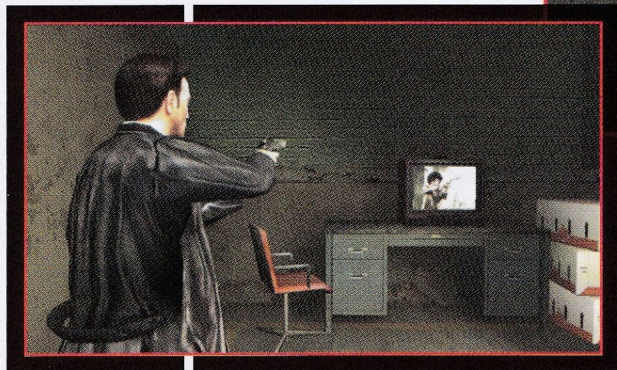
You're standing inside the gates of the warehouse. All the loading dock doors are locked, a couple of vans are parked nearby, and there's an open gate along the right side of the building. Before heading through the gate, go behind the parked vans. One van's rear doors are unlocked. Open the doors and enter the van to find some **Painkillers** and a **9mm Pistol**.





Head to the back of the warehouse through the open gate, and climb the stairs to access the warehouse through an unlocked door. As you make your way through the first aisle of large storage shelves, you hear someone crying. A short cinematic takes you to a small cubicle where an action flick is blaring on a TV.

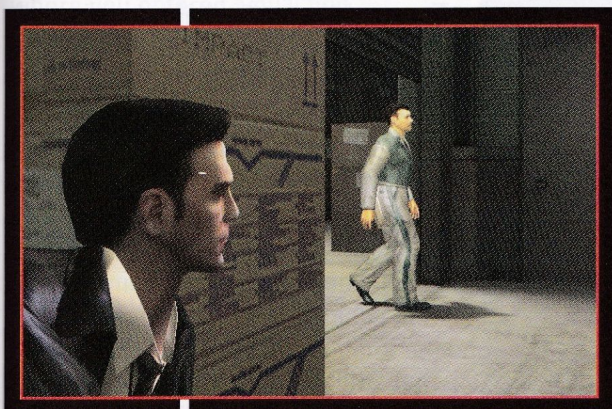
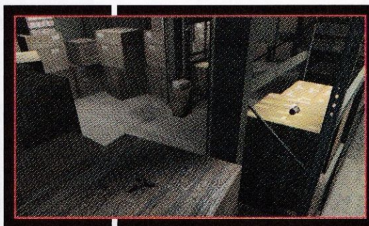
Find the **Painkillers** in the top drawer of the desk near the TV, and then exit the cubicle.



## FOLLOW THE CLEANER

The first room of the warehouse is large and has many stacks of crates and boxes. If you take the time, you can reach the **Painkillers** and an **Ingram** on the tall stack of boxes on the right as you round the first corner.

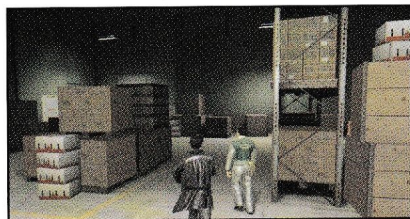
Head to the back of the room. One of the locked shutter doors opens and a man walks in. In a cinematic, the man identifies himself as a cleaner for the Squeaky Cleaning Company. Max questions him about the shots coming from inside the warehouse. The man reluctantly admits that he heard something and suggests it came from the gun workshop upstairs. Max asks the man to take him there.





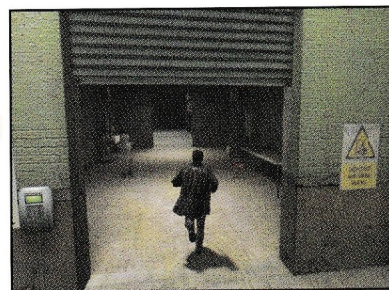
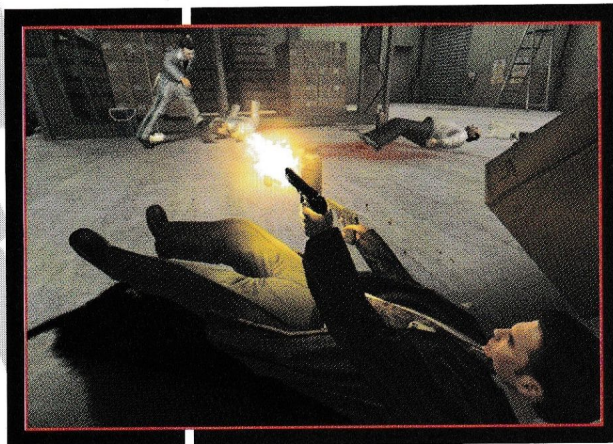
# PART I: THE DARKNESS INSIDE

Follow the cleaner into the next room, restraining yourself from plugging him in the back of the head. He runs his mouth all the way to the locked shutter door. When he opens the door, feel free to plug him. You'll be glad you did as you enter the next room.



## CLEANERS EXPOSED

The perps are masquerading as cleaners. Enter Bullet Time and rush into the next room. Shoot the second cleaner, take his piece, and head to the opposite side of the room. Press the button beside the shutter door. Enter the small hallway, take the **Painkillers** from the cabinet, and perform a forward Shootdodge as two more cleaners cross your view from the next room. Take their nines and head further into the room.

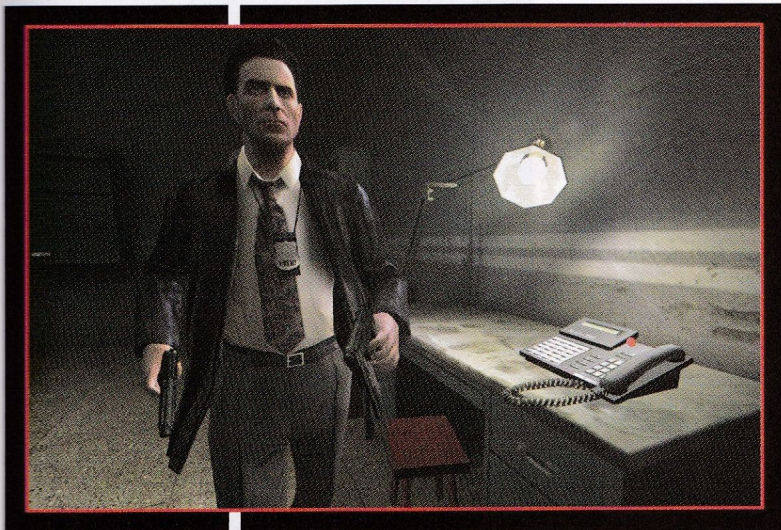
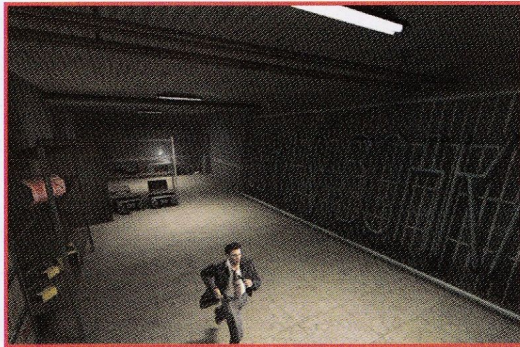
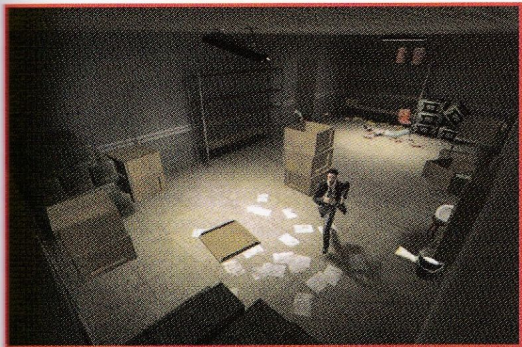


Go to the opposite side of the room and open the small door next to the large shutter door in the corner. The door at the end of the next room is locked, so enter the one on the left. As you access the stairwell, you can hear voices above. Men are talking about loading up the vans outside, the cleanup job here in the warehouse, and hiding the evidence from the cops. Enter Bullet Time and run up the stairs, keeping your back to the wall and looking toward the top of the staircase as you ascend. Blow away the two cleaners and enter the room at the top of the stairs.

## WEAPONS STORAGE ROOMS

The first weapon storage room has been cleaned out—not an item to be found. Enter the next room with the large, unplugged neon “Vodka” sign resting on one side of the room. Find the **Shotgun Ammo** and **9mm Pistol Ammo** inside the small wall shelves. Open the drawers in the desk next to the phone table to find a **9mm Pistol**. Press the button on the phone to listen to Annie Finn’s recorded message for incoming calls. Vladimir’s message follows. He tells her to be on the watch for trespassers. As you will discover, she never got that message.





## GUN WORKSHOP: ANNIE'S EXECUTION

In the desk to the left of the door where you entered, you'll find **Painkillers**. Open the small wall shelf on the right side of the room to find more **Painkillers**. The safe in the corner contains **Shotgun Ammo**. The desk on the left side of the room (a bright light shines down on it) contains a **9mm Pistol** and **Painkillers**.

Approach the door at the end of the room. A cinematic shows two cleaners holding Annie Finn hostage. Max tries to save her, but one cleaner executes her as Max is dodging bullets.





### RETALIATION

As soon as the cinematic ends, enter Bullet Time and use a backward Shootdodge to blow away the assailants as they enter the room. As soon as the two assassins go down, you hear voices from the other room.

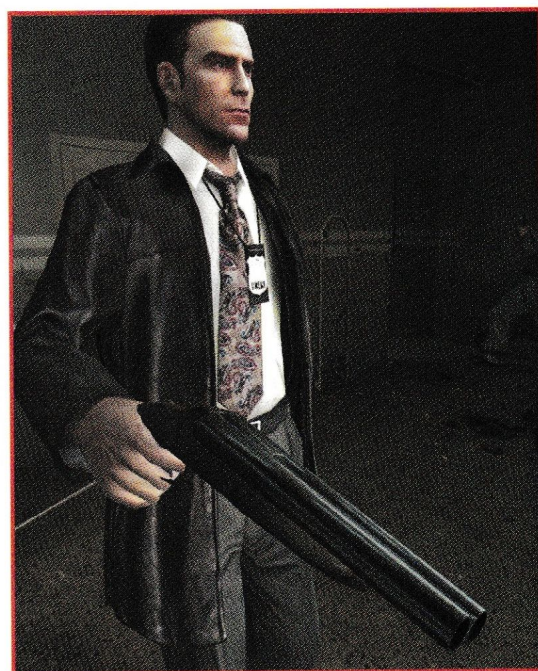
Enter the room where Annie lies dead. Find the **Painkillers** on the shelf near the desk with the **Sawed-Off Shotgun** setting on top. The security monitor on the opposite desk is fully operational. You can see different views around the exterior of the warehouse.

As you re-enter the Gun Workshop, two more cleaners have made their way into the room. Use the Sawed-Off to ventilate the cleaners. As you enter the previous hallway, the door at the end of the hall to the right is now open.

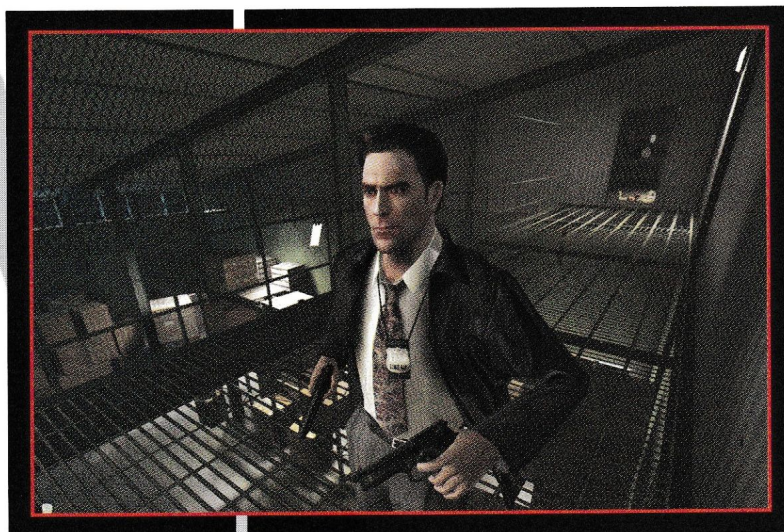
Switch to the dual 9mm Pistols (better for distance shooting than the Shotgun), and enter Bullet Time as you run into the newly opened room.

Three cleaners are on the opposite side of the room, but they begin shooting as soon as you enter. Use Shootdodge to further tilt the scales in your favor. If you don't take them out quickly, the sirens that begin blaring will scare a couple of them off and they'll escape through a nearby doorway.

There are two bottles of **Painkillers**, **Shotgun Ammo**, and a **Sawed-Off Shotgun** in the lockers. You can also acquire a **Pump-Action Shotgun** from one cleaner's lifeless body.



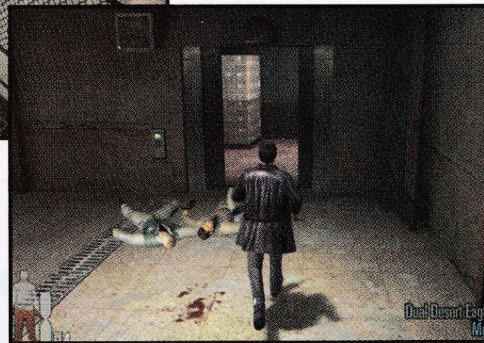
### THE RETURN OF MONA SAX



Walk through the open door at the end of the room to access a second-story catwalk. Approach the open door at the end of the catwalk to trigger a cinematic. The cleaners try to escape to an elevator below, but they meet an unfortunate end as Mona Sax (yes, she lives again in *Max Payne 2*) puts bullets in their melons. Mona and Max meet briefly before she escapes back into the elevator.



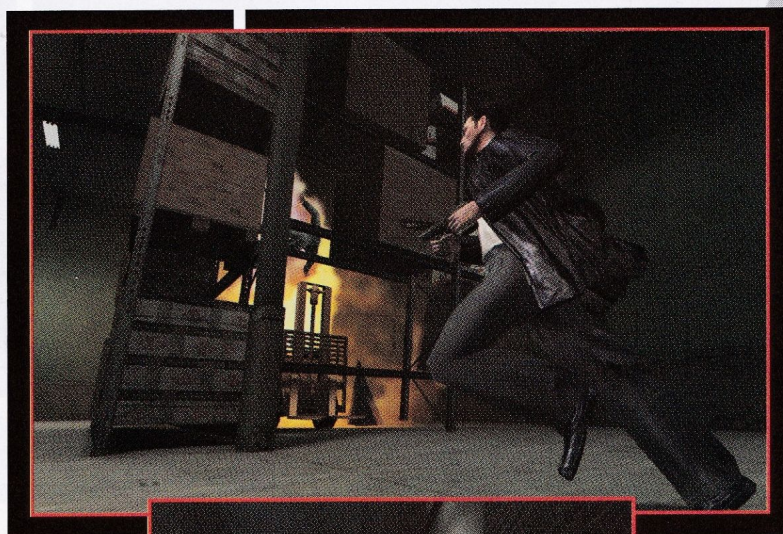
If you exit the elevator room through the door at the opposite end, be prepared for possible gunfire from below the catwalk. The escaping cleaners may still be on the warehouse floor. But you don't need to go out there at all, because the elevator is operational. Press the elevator button, enter the elevator, and press the button inside to ride it to the room below.



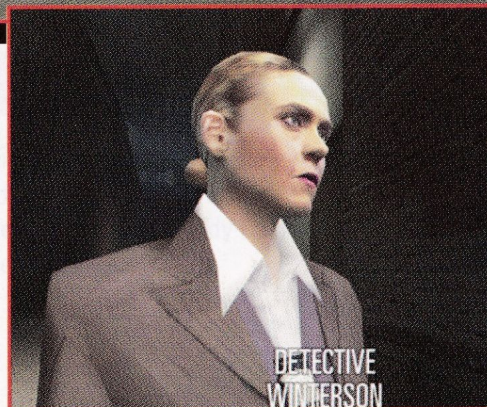
## WAREHOUSE EXODUS

As you make your way back through the warehouse's lower floor, a large shootout occurs in the second shipping room. You hear a warning before it begins, as a cleaner plows through a shelf with a forklift. At that instant, enter Bullet Time and run into the room. Blow away the driver first, and then head to the right and finish off the other three near the next doorway.

Enter the next shipping room with extreme caution. Another forklift-driving cleaner attempts to flatten you by knocking over a shelf. Either retreat back into the previous room or run past the shelf as it falls. The driver is killed in the collision, but another cleaner is waiting on the other side. Sneak around and blow him away.



Head to the corner of the shipping room where body bags lie on the floor near a door. Go through the door and a cinematic begins. Max shoots at the cleaners as they escape in a van. As the van is about to run over Max, he's pulled out of the way by Detective Winterson. (Yeah, the same one that you'll find in the morgue later, which happened earlier in the prologue... Are you following this? Good.)



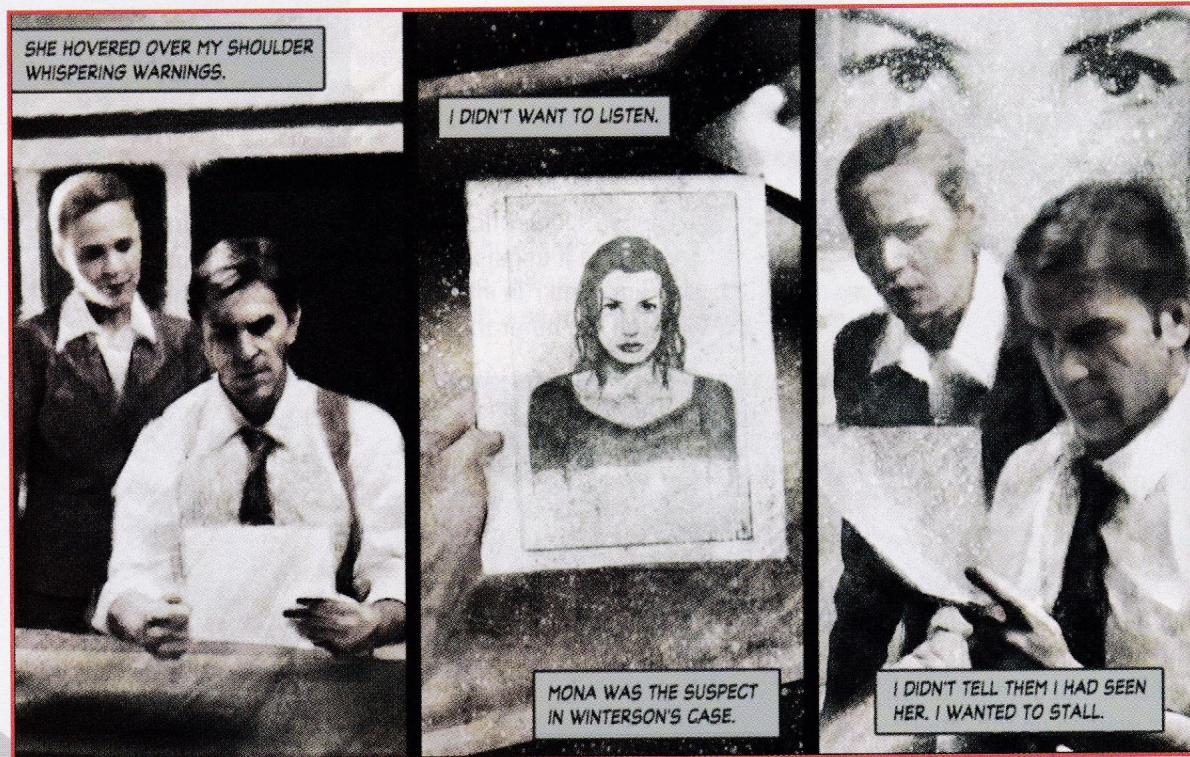


# PART I: THE DARKNESS INSIDE

## BACK AT THE PRECINCT

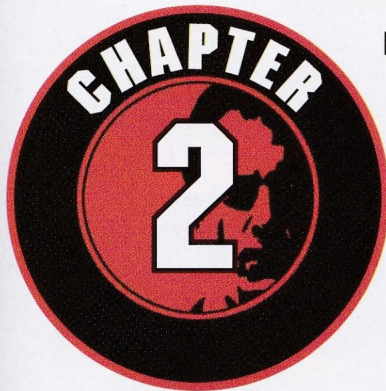
Jim Bravura scolds Max for allowing the execution of Annie Finn. Max tries not to let it get to him. Furthermore, the warehouse DOAs were identified as belonging to three different groups: One group, Finn's employees, had connections with the Russian OC. Another group was associated with the Mafia. The last group, the ones in the cleaning jumpsuits, were affiliated with someone named Coffman.

The chief hands the case over to Max while assigning Winterson a high-profile murder investigation of the late Senator Sebastian Gates. He says they have an eyewitness, and Mona is the main suspect. Max doesn't mention seeing her in the warehouse.



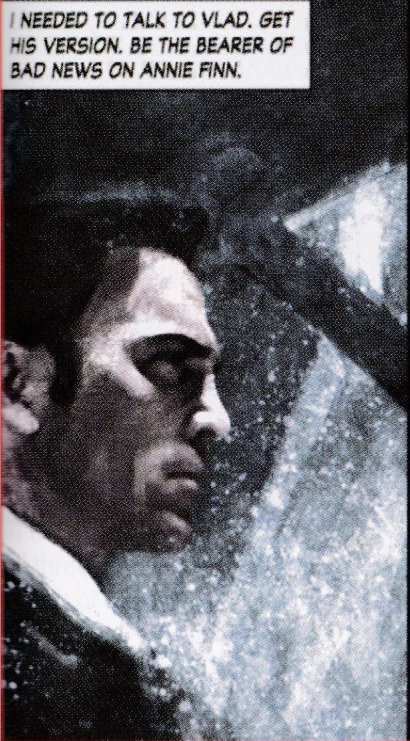


## A CRIMINAL MASTERMIND




Max is on his way to talk to Vladimir to see what he knows, and to break the news about Annie. Vlad is turning the old Ragnarock nightclub into a new restaurant called the Vodka. Max met Mona in the Ragnarock, and old memories and feelings begin to rush in.

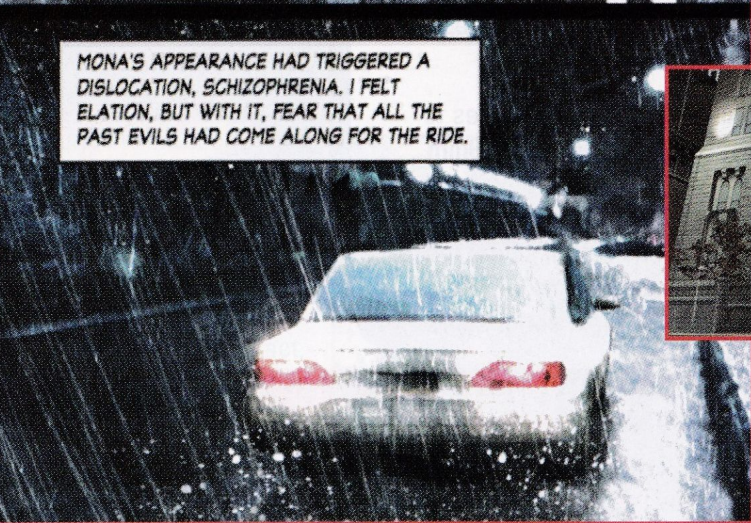
As Max arrives at Vlad's, gunshots are heard inside. Vlad calls to him for help, but the door is locked. Max finds a way in through a back door...



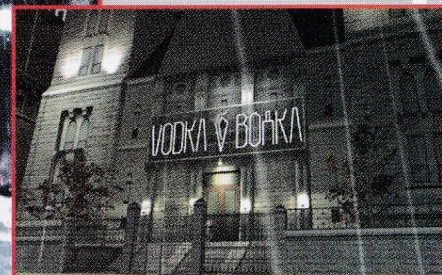
I NEEDED TO TALK TO VLAD. GET HIS VERSION. BE THE BEARER OF BAD NEWS ON ANNIE FINN.



VLAD HAD BOUGHT THE OLD 'RAGNAROCK'-NIGHTCLUB. HE WAS RENOVATING IT INTO A TRENDY RESTAURANT, 'VODKA.'



MONA'S APPEARANCE HAD TRIGGERED A DISLOCATION, SCHIZOPHRENIA. I FELT ELATION, BUT WITH IT, FEAR THAT ALL THE PAST EVILS HAD COME ALONG FOR THE RIDE.



### 1ST FLOOR

You hear Vladimir's voice over the PA, warning the intruders that the great Max Payne has entered the building. Before heading up the stairs, run to the end of the hallway to the right and nab the **Painkillers** on the dead body near the locked door. Now head up the stairs near the entrance.



# PART I: THE DARKNESS INSIDE

## 2ND FLOOR

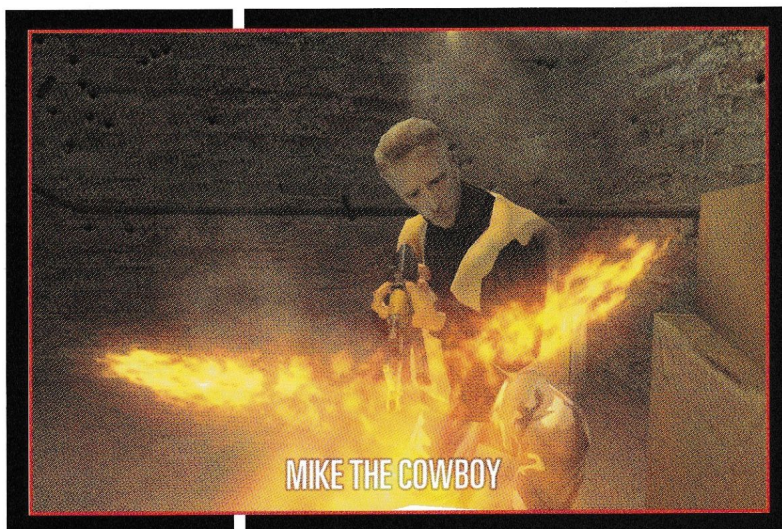
Quickly shoot the armed man facing you (getting the first shot before he fires is easy). Then take aim at the second man next to him with his back to you. A third man appears from the hallway to the right. Gun him down using a sideways Shootdodge. Take the assailants' **Ingram, 9mm Pistol**, and **Sawed-Off Shotgun**.

Enter the room in the hallway and take two bottles of **Painkillers** from the bookshelf cabinet. You can use the PA on the table to tell Vlad to shut up and hang tight. The phone on the desk shows that a line is being used. Activate the speaker on the phone to hear Vlad reassuring his girlfriend that he'll be okay. Be prepared to shoot another gunman coming down the hallway. Exit the office and head up the next set of stairs.

## 3RD FLOOR

As you push through the doorway at the top of the stairs, a cinematic shows a firefight between Mike the Cowboy and the intruders. He clears the room with his AK. Mike works for Vlad, so don't shoot him. Allow him to fight by your side. If you accidentally shoot Mike, he will retaliate.

Walk over the dead bodies to pick up the **Ingram** and **9mm Pistol**. You should now have two Ingrams. Access your weapons menu, select the double Ingrams, and head up the next set of stairs.

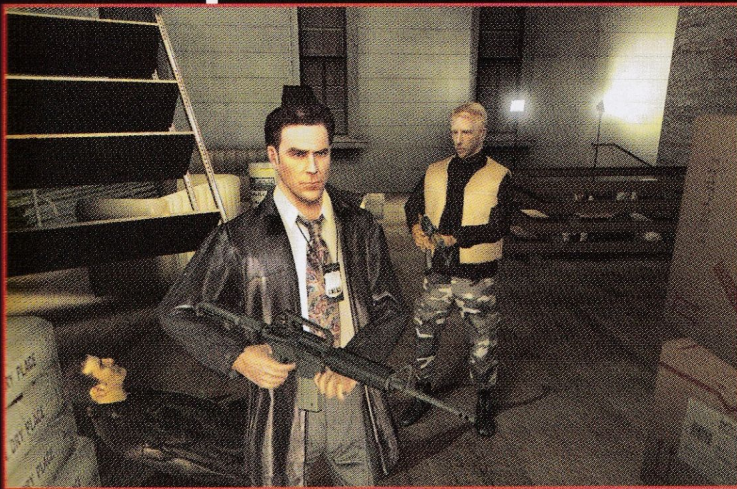


## 4TH FLOOR

The 4th floor is devoid of living enemies; all you hear is the sound of a TV program. Mike has already cleared this room, but not the one at the end of the hallway.

Head toward the open door at the end of the hall and enter Bullet Time. Gun down the men in the room. Allow Mike to enter the room, but make sure he doesn't get caught in your crossfire.





Notice that Mike picks up ammo from fallen enemies. The room is full of goodies. You can find **Shotgun Ammo**, **9mm Pistols**, **Molotov Cocktails**, **Ingrams**, **Ingram Ammo**, **Painkillers**, a **Sawed-Off Shotgun**, a **Pump-Action Shotgun**, and **Desert Eagle Ammo**. Make sure you jump on and into crates to gather this incredible arsenal.

As you approach the stairwell at the opposite end of the room, the intruders slam a door shut before you can enter. The door remains locked. Head to the top of the stairs.

## 5TH FLOOR: ATTIC

Depending on how long you wait after the conversation in the locked room below, a man from inside the room at the top of the stairs may enter the stairwell. If so, keep your back to the wall and look up to get the first shot—if Mike doesn't get to him first. Take the man's **Painkillers** and his nine, if you have room.

If you don't open the door at the top of the stairs, the intruders surely will. Enter Bullet Time and rush into the attic with guns blazing. Take the **Desert Eagle** from the man guarding the door. A pyramid-like structure fills up most of the room. It's obviously the top of a vaulted ceiling in a room below. Whatever you do, do *not* stand on top of the pyramid and shoot the glass below your feet. You will fall three stories to your death. However, if the glass remains intact, the top of the pyramid is a good vantage point to spot all the enemies around the room.

You can also work through the room by running around the large wooden pyramid blasting anyone who crosses your path. There are approximately eight men in the room, some with **Painkillers**, **Ingrams**, **9mm Pistols**, **Sawed-Off Shotguns**, a **Kalashnikov**, and **Molotovs**. Mike will assist you, so make sure not to mistake him for an intruder. If he dies, take his **Kalashnikov**.

Find the small wall cabinet and take the four bottles of **Painkillers** from inside. You can only hold eight bottles of Painkillers at a time, so use all the Painkillers you need to heal completely. Leave the room through the door near the Painkiller cabinet.





## PART I: THE DARKNESS INSIDE

Exit the room in Bullet Time, and move around the catwalk to get the gunmen on the stairs in your crosshairs. As you descend the stairs, two men with a **9mm** and a **Sawed-Off** will enter the room through a door below the metal staircase. Two more men with an **Ingram** and a **9mm** are on the floor below, near the base of the stairs. The **Kalashnikov** is the weapon of choice in this situation.



### CATHEDRAL: SHOOTOUT

Check the status of your **AK47** ammo before entering the room beyond the stairs. If you're running low on ammo, switch to dual **Ingrams** because another shootout will occur.

It's very important that you enter Bullet Time and Shootdodge as you rush the three goons in the back of the room. They shoot the ammo cases on the shelf to your right. The exploding cases cause major damage, but this is reduced while you're in Bullet Time. As you pass by the shelf, stay as far to the left as you can to avoid any injury at all.

The dead gunmen have an **Ingram**, a **9mm Pistol**, a **Pump-Action Shotgun**, and **Painkillers**. Open the green cabinet on the back wall to find three bottles of **Painkillers**, two **Grenades**, two magazines of **Ingram Ammo**, and two cases of **Shotgun Ammo**.

Enter Bullet Time as you bust through the dark brown door that opens into the large multistory room. This is the room with the vaulted ceiling you saw from the attic. Shootdodge sideways as you enter the narrow walkway, and pick off the man on the scaffold across the room. Try to avoid jumping or falling to the floor below. It's a long drop, and you will receive a considerable amount of damage. Use the stack of long boxes below the entrance to safely jump to the floor below.

There are four men in this room: One on the scaffold, two on the floor in the back-left corner, and another hiding behind some crates to the left on the second level. Save the guy on the second floor for last. Use the scaffolding to reach the second level, and work your way to the crates the man is shooting around. Use a sideways Shootdodge to catch the gunman off guard.

Find the **Shotgun** and two cases of **Shotgun Ammo** on the table near the hiding place of the second-story gunman. Go down to the floor level and find the double doors near the two gunmen. They have **Painkillers**, an **Ingram**, and a **9mm Pistol**.

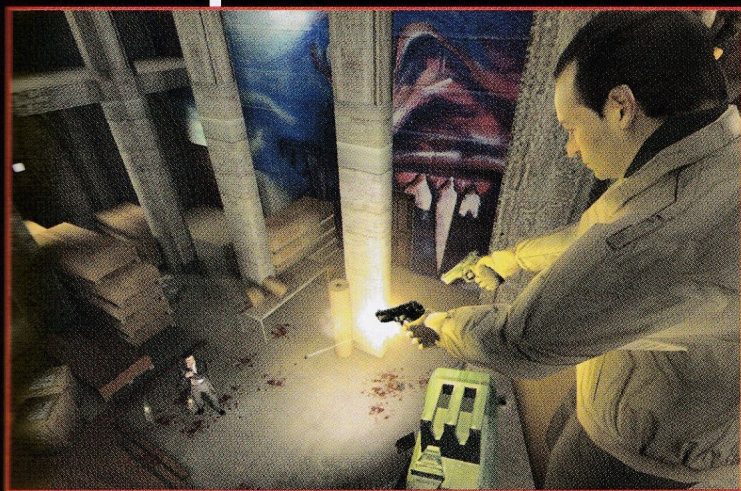
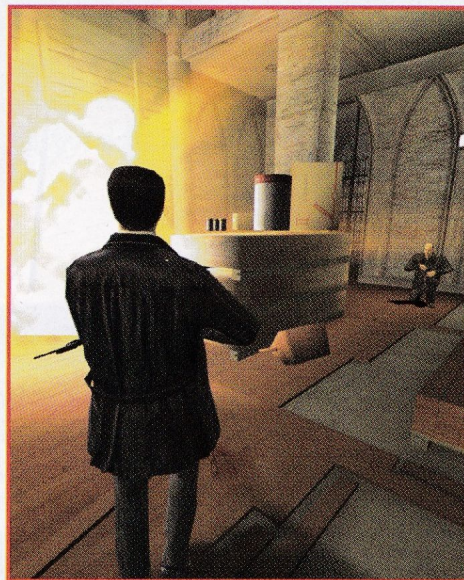


## CATHEDRAL:

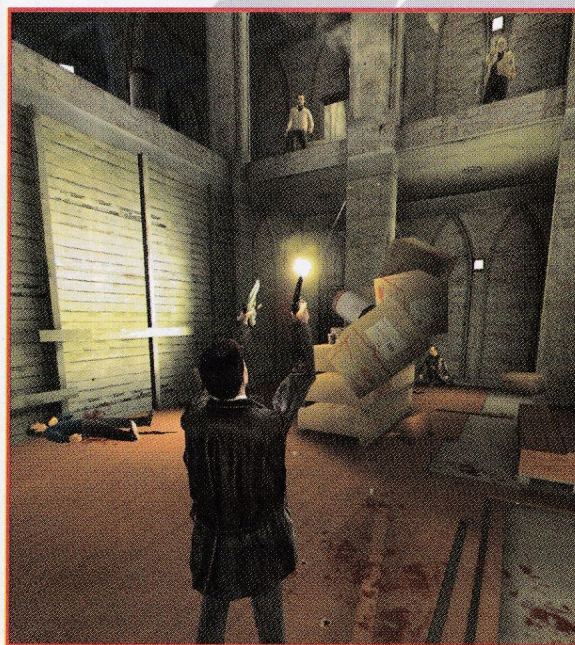
### SHOOTOUT CONTINUED

Through the double doors, you find yourself in the biggest, most complex gunfight up to this point in the game. Make sure you're at full health and holding the Ingrams, the double Desert Eagles, or the Kalashnikov. Select Grenades or Molotov Cocktails as your melee weapon. Use Bullet Time as you rush into the large chamber. Toss a grenade straight ahead as you bust into the room, and then back out to allow the explosion to take out the two gunmen on the floor. Re-enter the room and use Shootdodge to defeat the gunmen on the right side.

With the intruders cleared from the floor, there's no threat—unless the man hiding in the closet makes an appearance. You can use the cluttered closet on the left side of the room as cover, and to take a break in if things get too intense.

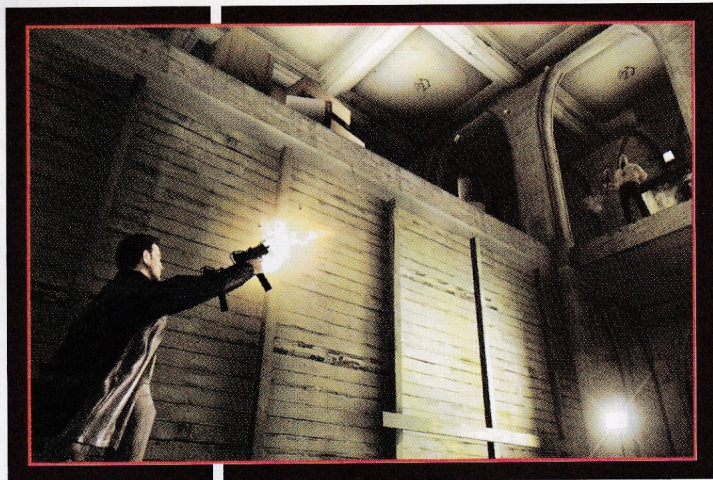


Shoot the intruders on the right side of the room while continuing to move and Shootdodge to avoid damage. Once you've cleared the floor level completely, head to the far-right side of the room and wait for four gunmen above to drop down onto the stack of crates. Shoot them as they make their way down. When there's a lull in the battle, grab the three bottles of **Painkillers** on the stack of crates on the right side of the room, and collect guns and ammo from the fallen. You find **Grenades**, four **9mm Pistols**, two bottles of **Painkillers**, **Molotov Cocktails**, and a **Shotgun** on the bodies.





# PART I: THE DARKNESS INSIDE

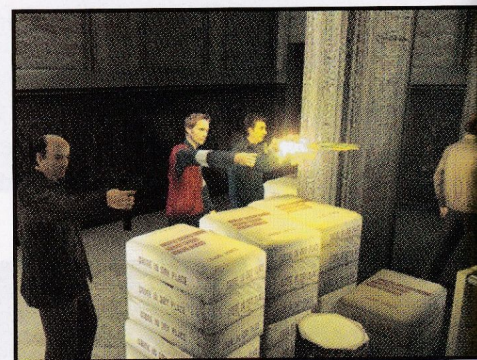


Two more gunmen appear on the left side of the second level of the room. Defeat these two and a few more appear on the same level, but on the opposite side of the room. They will all eventually jump down to your level if you don't shoot them soon.

Once you have defeated all the men on the second level, a cinematic marks the end of this insane gun battle.

The cinematic shows the shootout in the next room between

Vinnie Gognitti and Vladimir. When the sequence ends, three of Vinnie's goons rush in through the doorway in the back-left corner of the room. Toss a grenade or meet them head-on, using Bullet Time and a forward Shootdodge. Enter the newly opened door, run through the narrow room and to the bottom of the stairs. Then another cinematic begins. Police sirens are getting louder as the cops close in. Vinnie screams vengeance at Vlad as he escapes the restaurant through the front door.



Vlad explains that Vinnie is rubbing out anyone he sees as competition in the black market gun trade, and the Mafia underboss has made a deal with someone very powerful. He convinces Max that he's not crooked anymore, and that he will make a fortune through his restaurant.

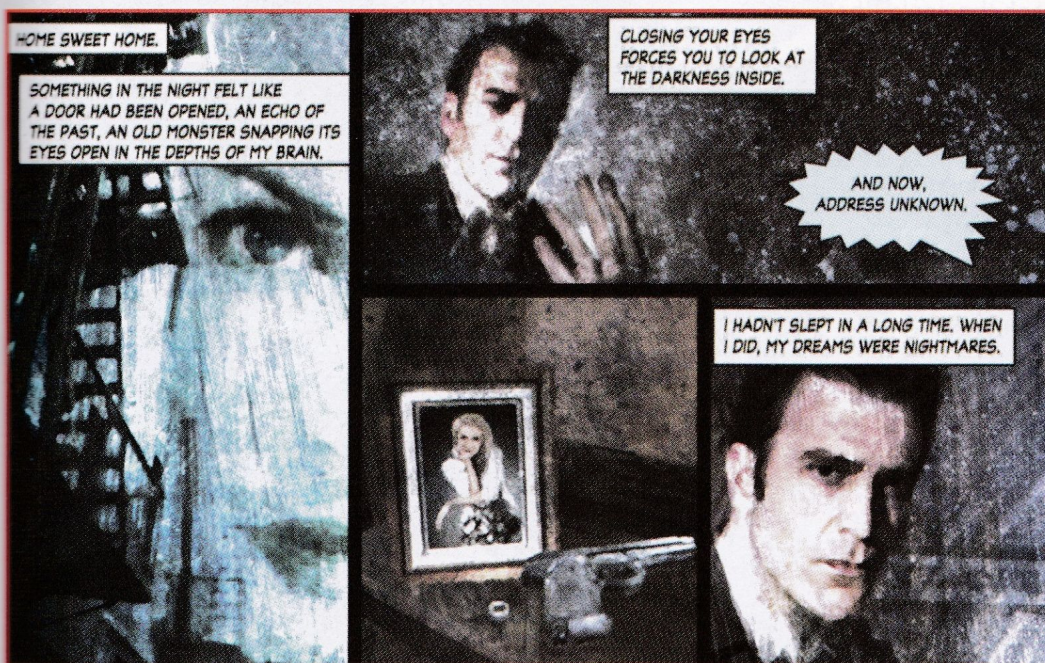




# CHAPTER 3

## THE DEPTHS OF MY BRAIN

Max makes his way back home for a little rest and relaxation—if you can call nightmares “relaxation.” He falls asleep on his couch and appears to wake up, but does he...?



## MAX'S 1ST NIGHTMARE

As Max rises from his couch, the TV is blaring some awful episode of *Address Unknown*. He hears a knocking somewhere in his apartment complex, and at the same time the TV program mentions a knocking on a door. But the knocking continues even after the tube is turned off. Max is unarmed, and the world around him seems liquid, warped... dreamlike.



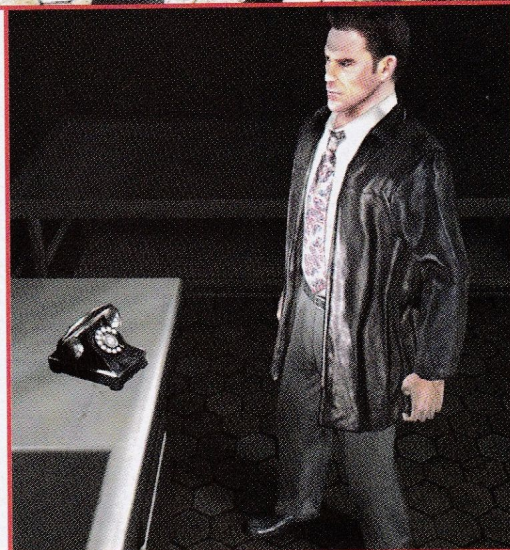
# PART I: THE DARKNESS INSIDE

As you head toward the front door, a picture is slipped underneath, just like in the program that's playing on the TV. Exit the apartment and push through the stack of crates. Follow the green haze in the distance to a long, oddly placed set of stairs that lead down to a single door. You hear Mona's whispering voice as you approach the door.

Open the door and you enter the morgue in the basement of the hospital. You hear the knocking again. It's coming from the body coolers. Approach the cooler that's slightly

opened, and Mona's body slides out. It disappears when you approach it, and Mona is now sitting on a gurney behind you, alive and well. She apologizes for waking you. Approach Mona and a black phone on the counter behind her rings. She tells you to answer it.

Vlad is on the other end. You hear the same conversation between Vlad and his girlfriend that you heard when you eavesdropped on the phone at the Vodka.





Suddenly you hear police sirens, Winterson, and Jim Bravura. Jim is telling you to run, and suddenly you appear on the street before Jim and a line of cops. They open fire on you, but the bullets pass right through your body.

You fade and reappear in the Lineup Room in the precinct. Bravura and Winterson are grilling you to confess to your family's murder. You hear another knock, and control is returned to you.

Jump up on the table and grab the **9mm Pistol**. Take aim and shoot both Winterson and Bravura dead.

Max awakes from the nightmare and is back on his couch in his apartment. In the ending cinematic, he hears a knock at the door, arms himself, and approaches the door.





**CHAPTER**  
**4**

**NO 'US' IN THIS**

Strangely similar to Max's dream, Mona turns out to be the one knocking at his apartment door. She warns him that there's a contract out on both of them. Max says that there is no "Us" in *this*, and she's a murder suspect who should be brought in. Max spots a sniper in an apartment window across the way. Mona says it was a mistake to come and runs out of the room...

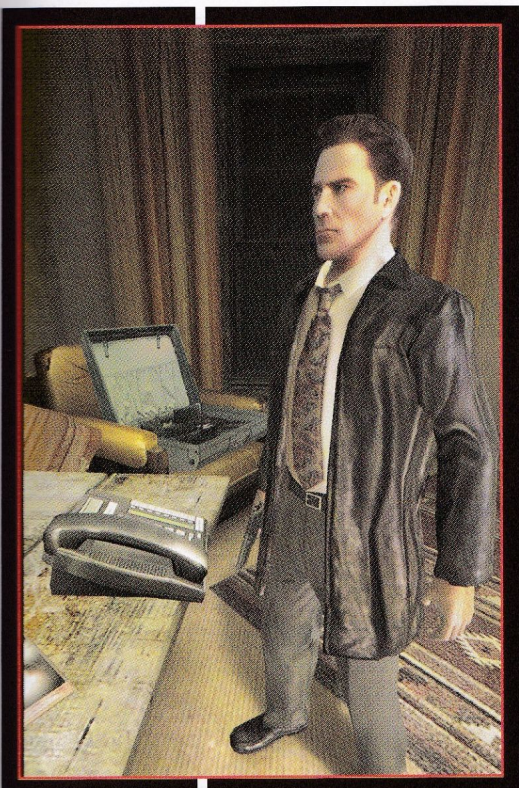


**MAX'S APARTMENT: A304**

Stay away from the window, or suffer damage from the sniper's bullet. You cannot defeat the sniper by firing back—using Bullet Time or not. Go to the phone on the table in the bedroom and call Winterson for backup. Find the **Painkillers** on your nightstand. Open the corner cabinet in the bathroom if you need a **9mm Pistol** and some **9mm Ammo**.

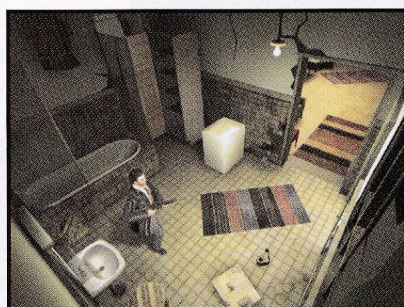






The tall cabinet by the front door also contains **9mm Ammo** and some **Shotgun Ammo**. Exit the apartment and head down the hallway. Mona has left a trail of dead cleaners. Take the **9mm Pistol** from one of the dead bodies if you have room for it in your inventory.

The door at the end of the hallway has been barred from the other side, and the elevator has been jammed. Head left at this "T" intersection to the open door on the right.

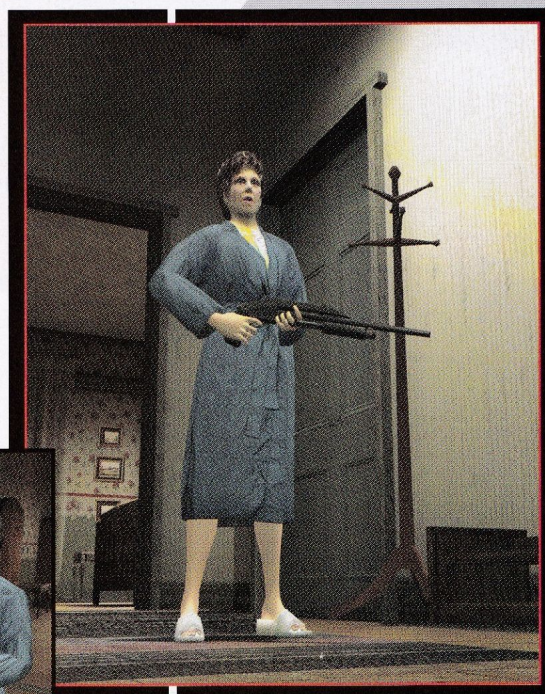


## SHOTGUN LADY: APARTMENT A305

You hear a shotgun blast, and a body (holding a **9mm Pistol**) falls from the door of apartment A305 into the hallway. Enter the apartment and talk with the lady holding the shotgun. She says she has another shotgun just like that one. Walk up to the lady and press the Use button to have her show you the way to the gun. She walks into the living room and unlocks the corner cabinet.

Inside the cabinet are a **Pump-Action Shotgun** and **Shotgun Ammo**. Inside the other cabinet along the same wall is a bottle of **Painkillers**.

When you exit the apartment, you suggest that the lady lock the door and open it for no one. Find the open window facing the shotgun lady's apartment. This window is the only way out of the building.





# PART I: THE DARKNESS INSIDE

## AN OPEN WINDOW

Carefully jump onto the windowsill across from apartment A305, and walk out onto the narrow ledge. Follow this short ledge to the end, and face the wall of the building to the left. You find another ledge similar to the one you're standing on. Jump to this ledge. (Using a Shootdodge forward jump helps.)

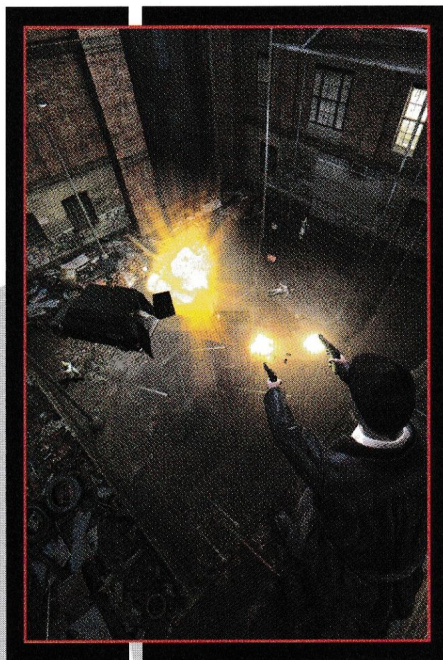
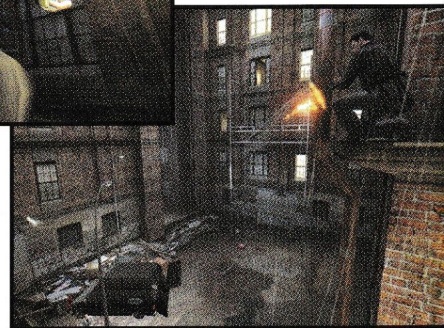
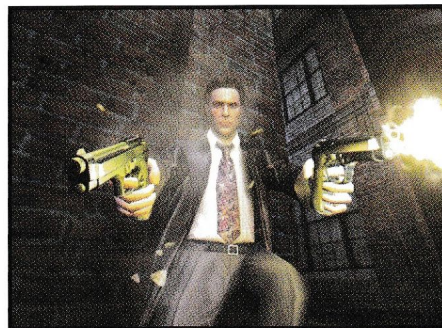
As soon as you land on the second ledge, a van pulls up in the lot below. Four well-armed cleaners storm out of the back and begin shooting at you.

Enter Bullet Time and use a long-range weapon (not a shotgun) to defeat the cleaners. If you have any Grenades or Molotovs, these will work just as well. Jump to the next ledge, which is on the same wall you just jumped from, but a little farther up. This ledge offers better cover from enemy gunfire. Crouch down and continue to pick off the cleaners below. Proceed around the corner on the third ledge, and you find an open apartment window just beyond the drainpipe. Enter the apartment.

## SLUMBERING OLD MAN'S APARTMENT

You come in through the bedroom window. Enter the living room through the door on the left. Inside, there's a drunk old man sleeping in his chair. You can listen to him complain and become paranoid when you turn off his TV. Or better yet, shoot it up—quite entertaining.

Exit the apartment through the open window in the living room. Carefully jump out of the window and onto the narrow ledge. Just a few feet away is another open window. Enter the hallway of Apartment Building B through this window.





## APARTMENT BUILDING B

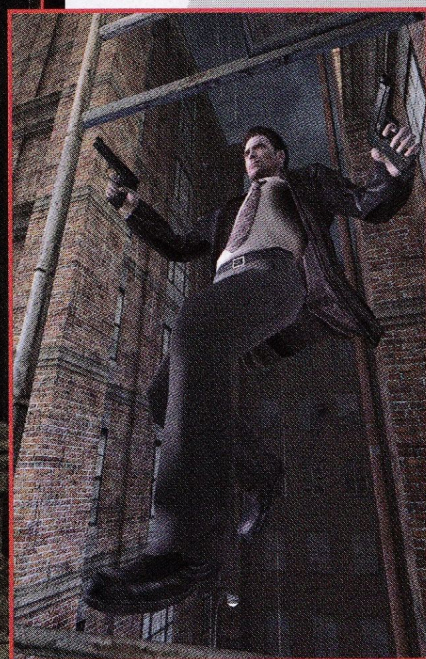
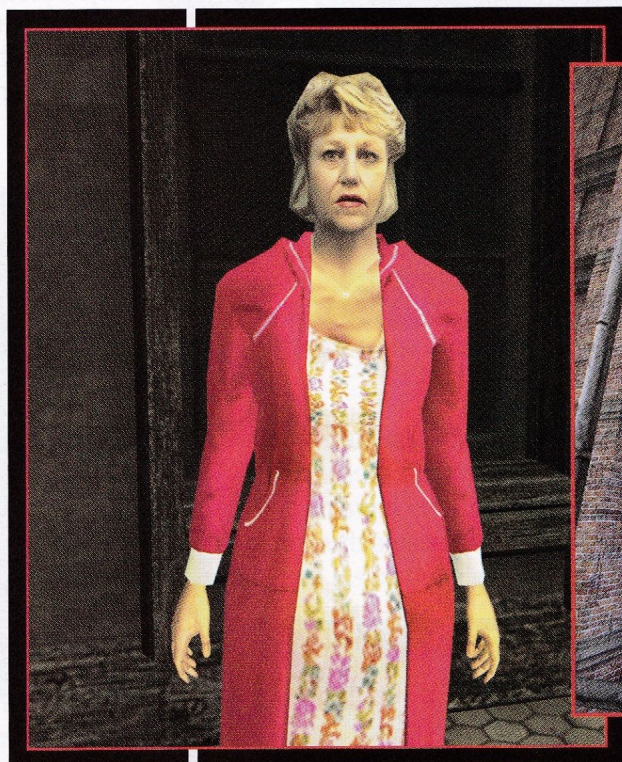
As you make your way down the hallway of Apartment Building B, three cleaners cross the end of the hallway. They're totally unaware of your presence, and you shouldn't need Bullet Time to gun them down. They carry a **Desert Eagle**, an **Ingram**, and a **Sawed-Off Shotgun**.

Head down the next hallway to the left (the direction the cleaners were going) to find a lady in a red bathrobe outside her apartment.

## APARTMENT B301

Keep the lady in the bathrobe alive long enough for her to unlock the bathroom door. There are three bottles of **Painkillers** in the bathroom, which the doctor prescribed for her sore hip. Feel free to put her out of her misery once you get what you want from her.

In the bedroom, through the living room door, is another open window. Use this window to access the exterior ledges once again. Jump from the ledge, over the rail, and onto the scaffolding. Head up the scaffolding to the open window on the floor above. This window leads to the sniper's apartment.



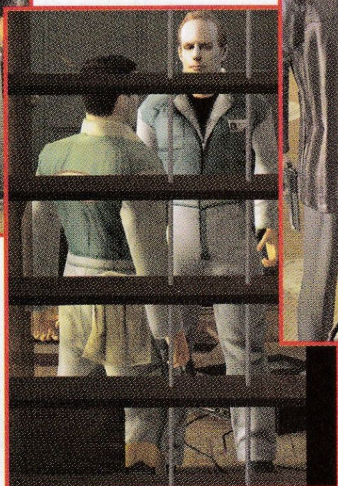
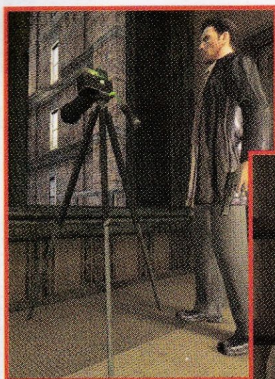
## SNIPER'S APARTMENT

Enter the sniper's apartment through the open window at the top of the scaffolding. A cinematic begins. In it, Max discovers surveillance equipment, pictures, and maps. He determines that the sniper has been watching him for months.

Take the **Sniper Rifle** from the floor, and press the Use button to activate the scope. Look through the scope at Max's apartment window. Another cinematic shows Max focusing on the window, where two cleaners are rigging a bomb to the door. But a third cleaner opens the door, and the whole place goes up.



# PART I: THE DARKNESS INSIDE



Head to the other side of the room and listen to the recording on the phone-tap recorder. The first message is the last phone call Max made to Winterson. To rewind the tape, press the Use button again. Inspect the rest of the apartment while listening to the recordings—they get pretty entertaining. You can find **Painkillers** in the bathroom, which is now a makeshift darkroom for developing Max Payne pictures.

As you make for the front door, three cleaners try to enter the apartment. Go into Bullet Time, Shootdodge, or both, and blow 'em away. They carry a **Kalashnikov**, a **Grenade**, and a **Desert Eagle**.

Head to the end of the hallway. You hear another explosion. Those cleaners are really bad with explosives. They have two **Ingrams** and a **Grenade**. Exit the door they came through to access the stairs.

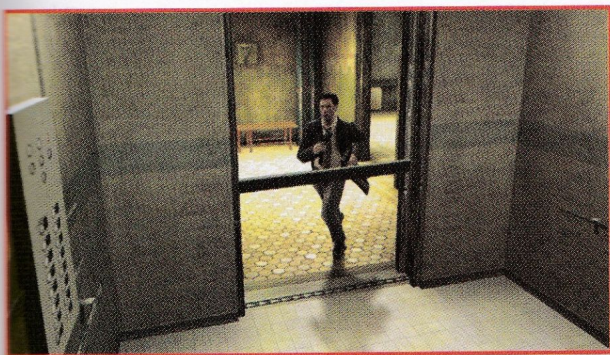




## APARTMENT B STAIRWELL

The door is locked, so head up the stairs in Bullet Time and gun down the two cleaners who wait for you just around the first turn. The second guy is the deadliest because he has a Pump-Action Shotgun. Make him your primary target. Take the **9mm Pistol**, **Painkillers**, and **Pump-Action** from their dead bodies, and make your way further up the stairs.

Head to the top of the stairs on the 7th floor, where you find an open door. Enter the small elevator room, where Max mentions needing a code to enter the suites beyond the locked door. To your left, you find the board that has been jamming the elevator.

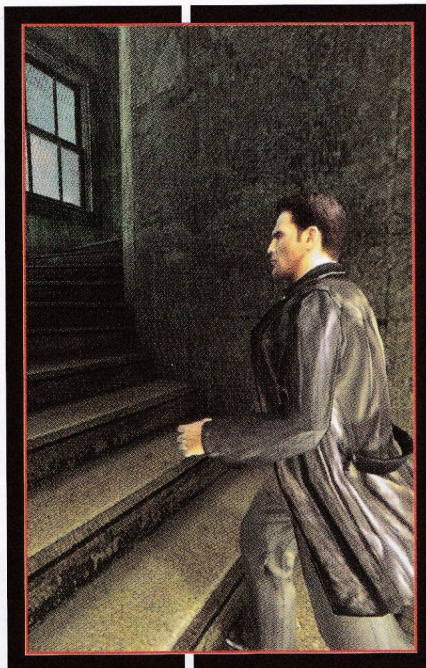


Knock the board down and enter the elevator. Press the button inside the elevator and you're taken to the first floor.

Enter Bullet Time as the elevator doors open, and start blowing apart the three cleaners that come into view. (A shotgun works well in this situation.) They carry a **9mm Pistol**, a **Grenade**, a **Pump-Action Shotgun**, and a **Desert Eagle**.

A bum appears near the front door and says that the cleaners have barred the door from the other side. He says the only way out is through the roof access, but you need the code. He adds that Ed the janitor knows the code.

Head through the unlocked door at the end of the center hallway. A couple of red and white signs indicate the direction. At the bottom of the stairs, in a nook to the right, you can find a two bottles of **Painkillers** inside a container on top of a stack of boxes. Knock the boxes over or jump up to the container to obtain them.





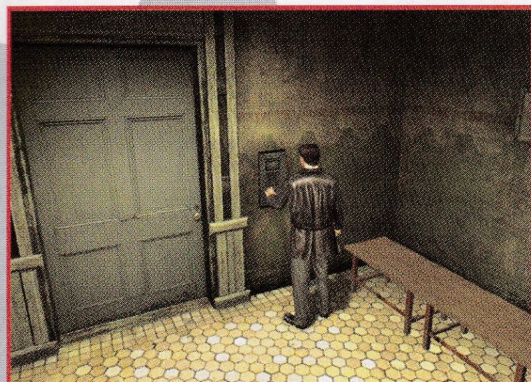
# PART I:

## THE DARKNESS INSIDE

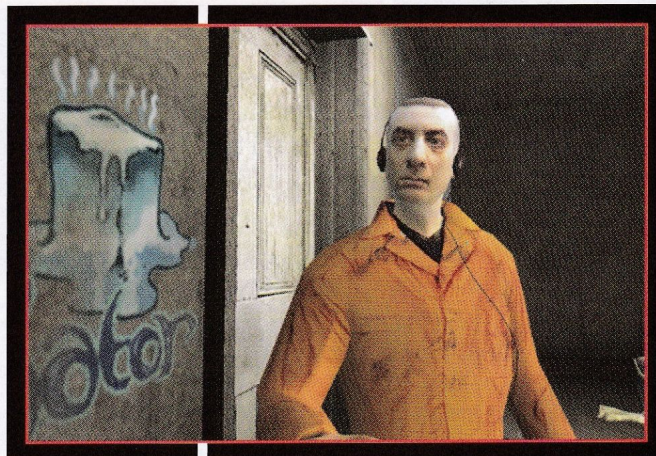
Singing Ed is around the next corner. Max sneaks up on him as he's washing graffiti off the wall. Max demands the code for the 7th floor. Ed complies.

At the top of the stairs as you leave the basement, another pair of cleaners arrives on the scene. Rush them with Shootdodge and take them down. One carries a **Kalashnikov** and the other a **9mm Pistol**.

### BACK TO FLOOR 7 WITH THE CODE



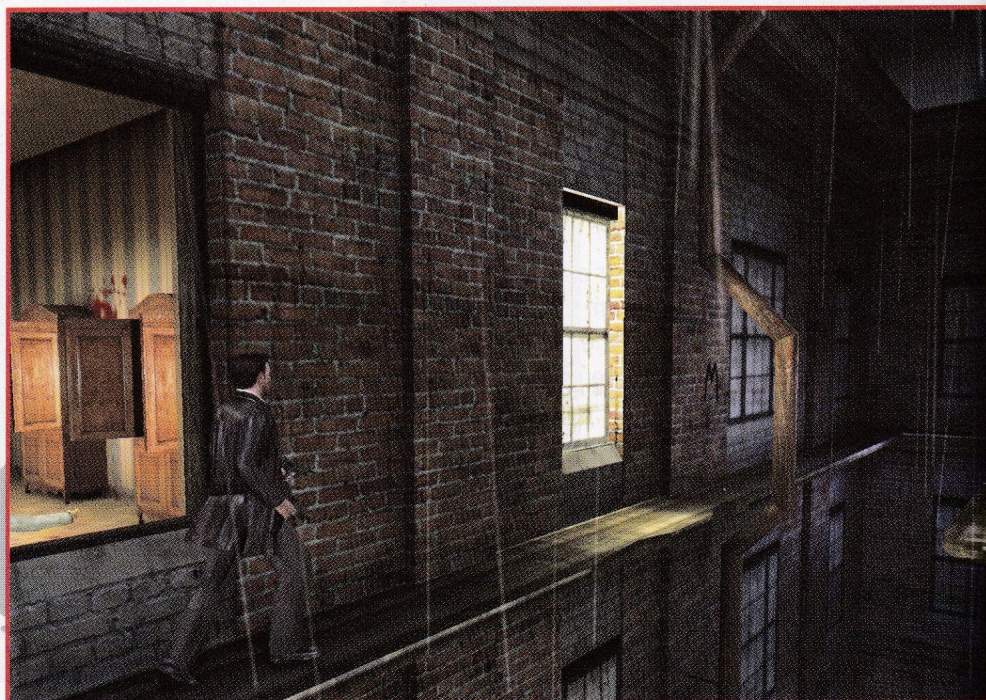
There's a dead lady wearing a blue bathrobe in the living room. Go through her cabinets to find the **Sniper Rifle Ammo** and **Desert Eagle Ammo**. Enter her kitchen and dining area in Bullet Time to catch the intruder who murdered her. Inspect the cabinets in the family room to find a **Shotgun** and **Shotgun Ammo**, a **Desert Eagle**, **Sniper Rifle Ammo**, and a bottle of **Painkillers**. Use the open window in the family room to access the exterior ledges once again.



If you forget about the locked door in the 4th floor stairwell and decide to take the stairs back to the 7th floor, you can find a **Desert Eagle** and **Shotgun Ammo** under a window on the 3rd floor. The trip may be worth it. If not, enter the elevator to return to the 7th floor.

Now that you know the code, simply approach the lock on the right side of the door and press the Use button.

Three cleaners attack as you enter the 7th floor hallway. They carry a **Shotgun**, **Desert Eagle**, and an **Ingram**. Enter the open apartment door and find a bottle of **Painkillers** in the hall cabinet. You can get four more bottles of **Painkillers** in the bathroom cabinet!





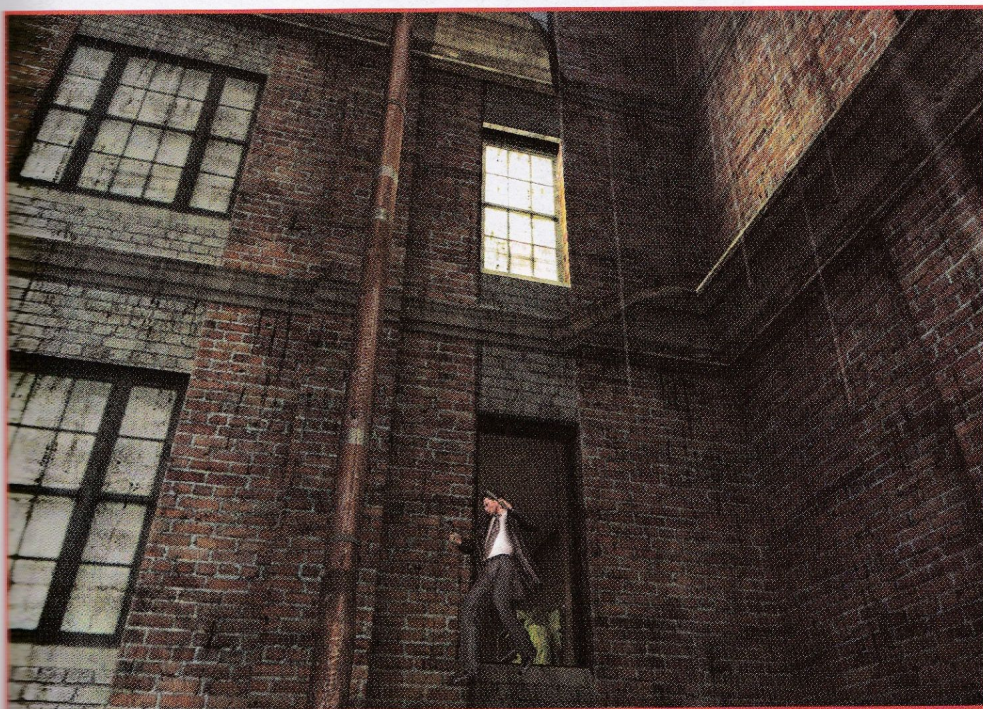
## 7TH FLOOR | EXTERIOR LEDGES

Follow the ledges around the perimeter of the building. Jump the gap near the drainpipe and continue around the buildings. When you reach the end of the line, look down at the adjacent building. Make sure your Pain Bar is healthy. Find the ledge below, and use a Shootdodge forward jump to reach the lower ledge. The Shootdodge will reduce the damage you take from the drop.

As soon as you touch down on the ledge, a gunman begins firing on you. You can spot him running back and forth in front of an open window on the 3rd floor (the first apartment you entered using the ledges). Use a long-range weapon to put a stop to his trigger finger.

You can find **9mm Ammo** at the end of the ledge over the small gap. Drop from the original edge of the 6th floor ledge to land on the 5th floor ledge. Climb through the open window.

Get the bottle of **Painkillers** on the shelf in the first room. In the next room, you can find another bottle of **Painkillers** on the small lamp table. As you make for the front door, a cinematic begins. Max speaks of the flames in his apartment and how they won't be able to burn away his past. This ends Chapter 4.

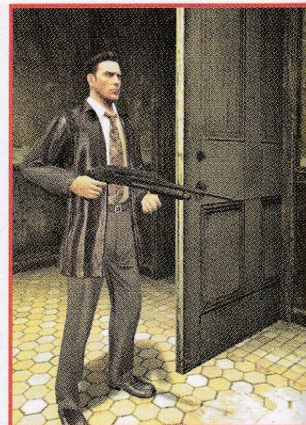




## CHAPTER 5

### A SIGN OF HER PASSAGE

Max continues his escape from his apartment building and decides that he has to make it to the street...



### BUILDING A 4TH FLOOR

Run to the end of the hallway and open the door near the elevator in Bullet Time. Blow away the three cleaners in the stairwell. If you shoot the pair you can see and then back out of the stairwell while the door is still open, the grenade-tossing cleaner is liable to blow himself up. These clowns hold **Painkillers**. Make sure your health is full, and take the bottles if you have room for them.

You're supposed to be making your way downward to the street, but for now, head up the stairs to the 6th floor. Knock

over the stack of crates to get the two magazines of **Kalashnikov Ammo**, the **Desert Eagle Ammo**, and the bottle of **Painkillers** from atop the boxes.

Return to the 4th floor and continue down the stairs, where you see three cleaners that Mona took care of. Continue down the stairs to the 3rd floor. You hear a man screaming and pounding on the door. Knock the board away from the doorknob to unblock the door, and enter the 3rd floor hallway.

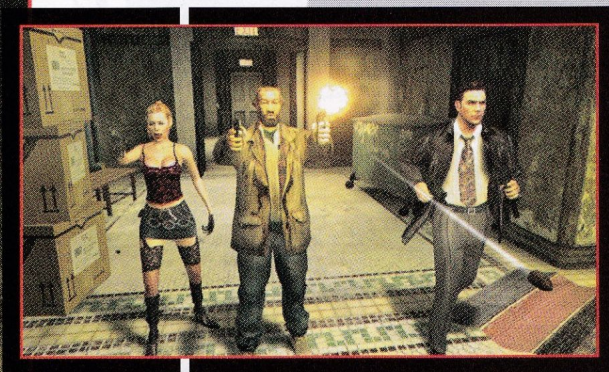
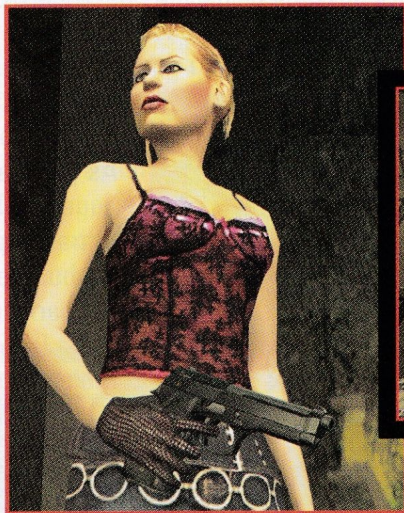
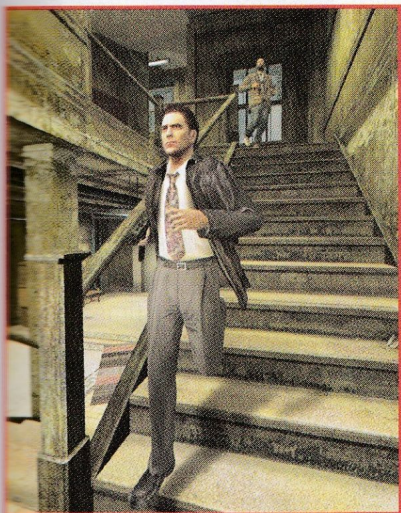




## A LITTLE HELP FROM YOUR FRIENDS

The man pounding on the other side of the door is none other than the bum who told you how to find the code to unlock the 7th floor. He's packing heat. Don't shoot him; he'll help you out of this mess. Allow him to live and he'll fight by your side. You could use the extra firepower.

The gas line fire in the hallway prevents you from entering your apartment, so head down the stairs to the 1st floor. You hear a woman requesting help. Open the double exit doors to find a woman (Violet) who looks a lot like a hooker. She says she was locked inside, and that you can get out through a window on the 3rd floor if you can douse the flames. She pulls out a gun. Don't shoot her. Allow her to join your party.

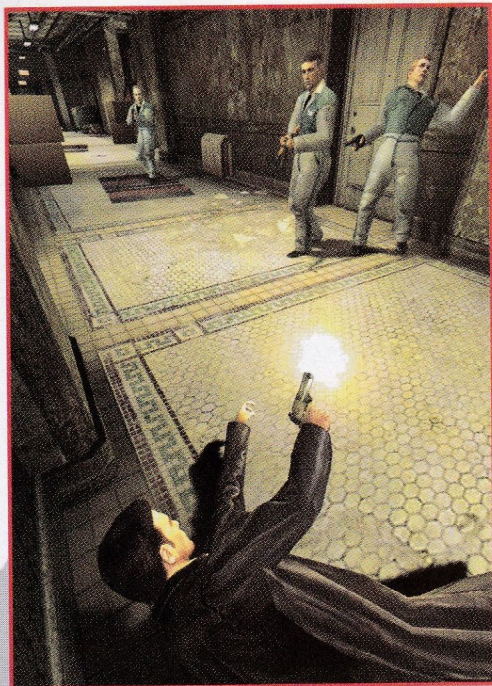


From the last apartment at far end of the hallway, three gunmen start shooting. Enter Bullet Time and use a forward Shootdodge with a long-range weapon to mow 'em down. Take the **Shotgun**, **Desert Eagle**, and **Grenade** from the fallen bodies.





# PART I: THE DARKNESS INSIDE

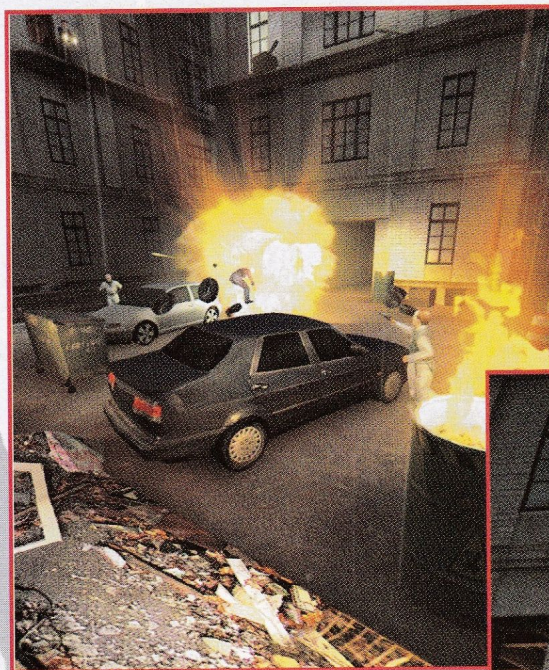
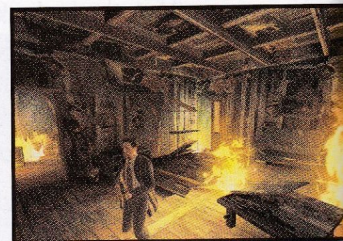


Head down the stairs through the open door at the end of the hall (the one the cleaners barged through) to find the utility room. The locker at the end of the hallway contains **Desert Eagle Ammo**. Enter the utility room, and turn the valve to shut off the gas that feeds the fire in the apartments above. Inspect the lockers in the utility room to find two bottles of **Painkillers**. Head back up the stairs and defeat the three cleaners, then take their **Kalashnikov**, **9mm**, and **Shotgun**.

## APARTMENT ABLAZE

Climb the stairs up to the 3rd floor and the apartment across from yours, which is now accessible. Be very careful inside. Stay away from open flames, because they'll burn away your health.

Before you leave the apartment through the window, head into the bathroom and find the two bottles of **Painkillers** on the basket. Then enter the room with the two open windows. Use the window on the left for your escape. There's no ledge below the right window.



As you make your way to the ledges outside, a huge gun battle ensues. If Violet and the retired cop are still alive, they assist by shooting out the windows. The cleaners attack from the parking lot below. Enter **Bullet Time** and use a long-range weapon, Grenades, or Molotovs to finish them off.





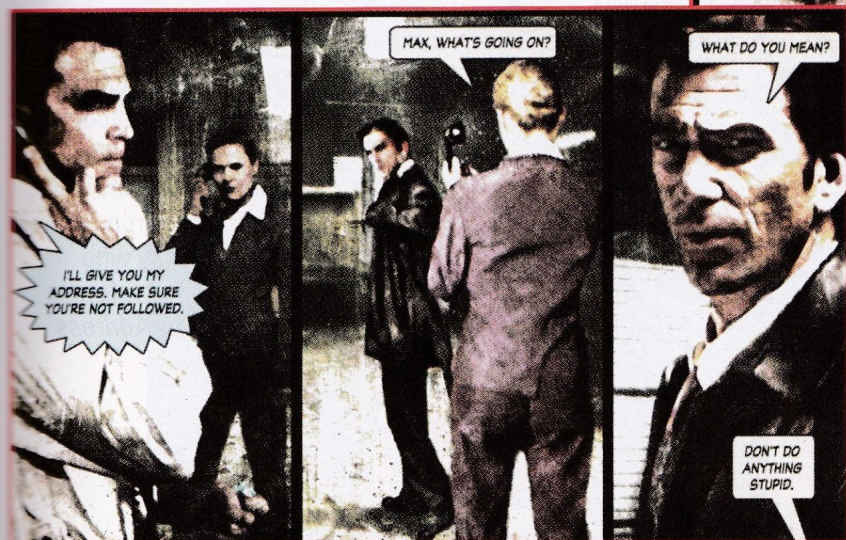
Push through the box on the ledge as you make your way to the corner of the building. Enter Bullet Time again as more cleaners appear in the lot below. Once they're defeated, do a Shootdodge forward jump from the corner of the ledge to the boards on the lower section of scaffolding alongside the adjacent building (*not* the scaffolding around the corner next to your ledge).



Do a forward Shootdodge jump from the scaffolding to the top of the blue car; this helps break your fall. A van screams into the parking lot as you make it to the ground. Quickly enter Bullet Time and Shootdodge as you jump and gun down the five cleaners who pour out of the back of the van. You can hear police sirens as the van speeds off.

## BACK AT THE OFFICE

Back at the precinct, the chief continues to blame everything on Max's incompetence. Max explains that Vinnie Gognitti was behind the hits. Gognitti made a deal with an unknown third party, maybe the cleaners, but he's not sure. After Max's meeting with Bravura, Max learns that Mona called, left a message, and boldly left a number for him to call her back. However, she routed the number through Hong Kong to keep her location a secret—no trace possible. Mona gives Max her address and tells him to meet her, and to make sure he's not followed.





# PART I: THE DARKNESS INSIDE

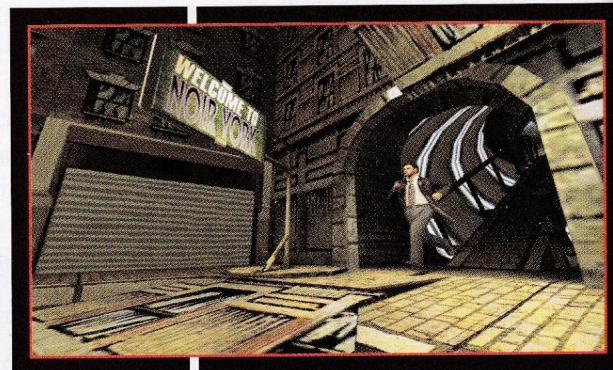
## CHAPTER 6

### A LINEAR SEQUENCE OF SCARES

Mona's place is an abandoned funhouse that was based on '90s TV show *Address Unknown*. The program's cancellation was the kiss of death for the Funhouse. Max enters...

#### HOUSE OF FUN MADNESS

As soon as you begin the level, find the bottle of **Painkillers** on the window shelf inside the small booth to the right. Return to the hallway and make your way to the end. At the top of the ramp is a short staircase with a vertigo-inducing spinning chamber. At the bottom of the stairs is a fake street, with fake cars, fake buildings, and canned screams. You can keep your guns by your side for a while; anything that jumps out at you will just be a prop.

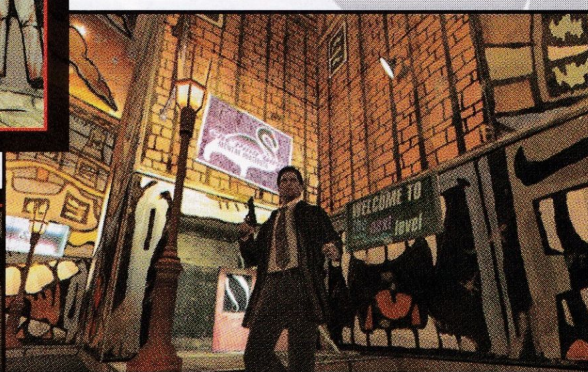
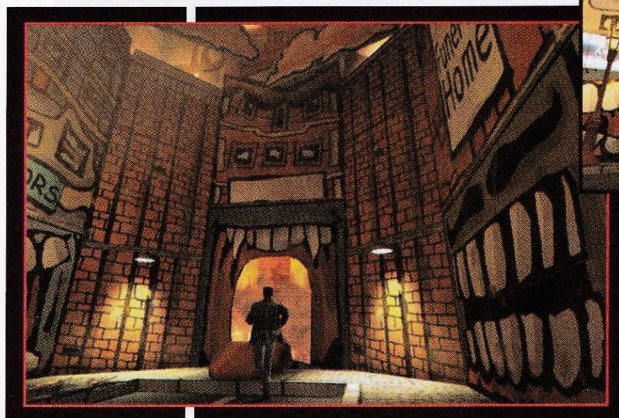
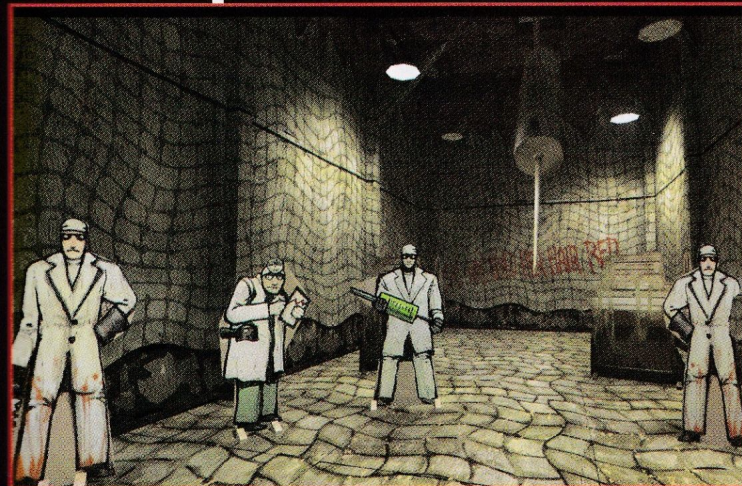
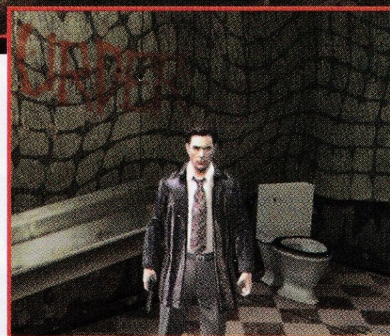
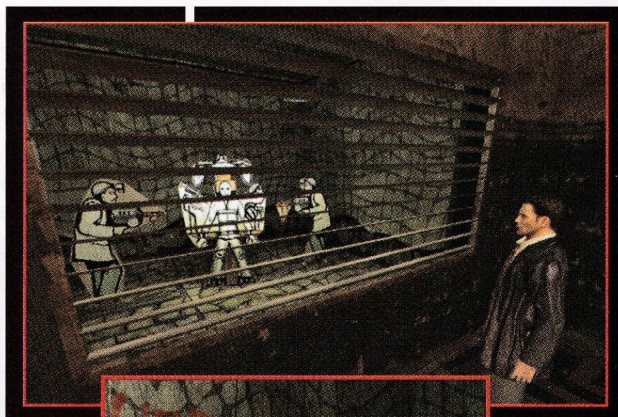


Approach the end of the street and a shutter door opens. Enter the room behind the set, and head up the stairs. Work your way through a couple of rooms until you find a metal balcony overlooking a street that looks similar to the one you just left. The phone ringing in the telephone booth is a prop, as well. When you pick it up, the lady who answers is a recording. She refers to John Mirra, a character on *Address Unknown*.



Enter the cage at the end of the short street nearby. The lift takes you down to an area that appears to be fashioned after an insane asylum. Once you've passed through the first couple of rooms, full of operational props, you enter the fake cells where fake insane people reside. At the end of the L-shaped hallway is a bathroom, with a flamingo in a long mirror that follows you across the room and a shower that fills with fake blood. Exit the bathroom and enter the lift cage at the end of the next prop-filled hallway.

A frighteningly large syringe unlocks the lift cage as you reach the floor above. Exit the room through the cartoony-looking double doors next to the lift cage. On the small fake street, enter the smoking room with the tongue hanging out to the sidewalk. The floor inside this room spins, and so do you. Don't hop off the spinning sections of the floor. Jump through the room to find the exit on the opposite end, and exit to Lunacy Lane.





# PART I: THE DARKNESS INSIDE

The collapsing stack of crates intends to frighten you as you pass underneath.

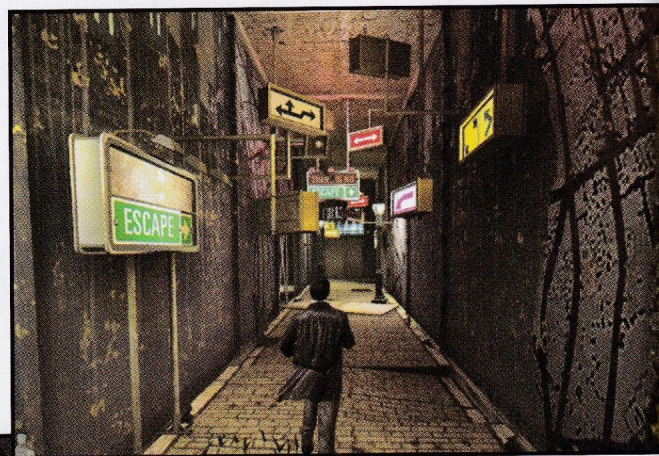
Continue to the ringing phone booth and answer the call. The booth turns into an elevator and takes you to an area below the street. On the lower level, turn around and enter the dark hallway with spinning stars. Follow the hallway until you see a fallen panel in the wall to the left. This allows you to get behind the loony funhouse.



## BEHIND THE SCENES

Climb the stairs at the end of the hallway, and try Mona's door at the top of the stairs. It's locked. Run down to the opposite end of the catwalk and head outside to the balcony through the unlocked door. Jump from the balcony to the tin rooftop to the right. Enter the open window to Mona's apartment in the building to the right.

The TV blares inside the apartment. **Painkillers** can be found on the kitchen table. Enter the large workout/weapon shop room, where you find more **Painkillers**, a **Desert Eagle**, **Desert Eagle Ammo**, and **MP5s**. All the while, you can hear a woman in a shower elsewhere in the apartment. Open the glass door to the shower room behind the weapons cage room, and a cinematic takes you to the end of the chapter.





## SHOWER SCENE

Max barges into the shower room and hands Mona her towel. He tells her she's switched tactics. She tells him to watch her back while she gets dressed. As she dresses, she tells Max that the Secret Society is getting rid of everyone who knows of their existence. She agrees to take Max to her mystery contact who's on the inside of the organization.

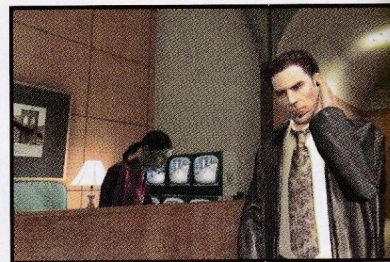




**CHAPTER**  
**7**

**THE MILLION-DOLLAR QUESTION**

On the way to her contact's Upper East Side apartment building, Mona tells Max what she knows about the inner circle's involvement. When they arrive at the plush apartment building, they spot the cleaner's vans parked out front. In the lobby, Mona explains that the elevators are operated with the apartment keys and from the control panel in the lobby. She hands Max a headset so they can stay in touch, and so she can operate the elevators from the lobby as needed.



**UPPER EAST SIDE APARTMENT BUILDING**

The elevator stops on floor 30. Mona watches the monitors and warns you that the cleaners are in front of her contact's door to the left at the opposite end of the hall. All of the apartment doors are locked. When you try to open them, you get an earful.

Enter the only unlocked door at the end of the hall, and use Bullet Time to blast through the cleaners in the apartment. Pick up the **Shotgun** and the **Grenade** from the two dead bodies.





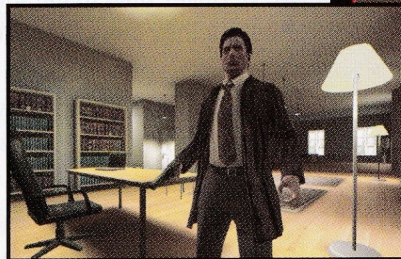
Follow the blood trail into the bathroom, where you find a stiff in the bathtub. Mona says it's not her contact; he's a bigger man. Take the four bottles of **Painkillers** from the open shelf near the tub. Head back to the main room, and exit the apartment through the balcony doors.

You may find the cleaners on the balcony adjacent to yours, or you may find them inside the next apartment. Use the hole that was blown in the gate between balconies to get from one to the other. Take the **Ingram**, the **Shotgun**, and the **Grenade** from the defeated cleaners.

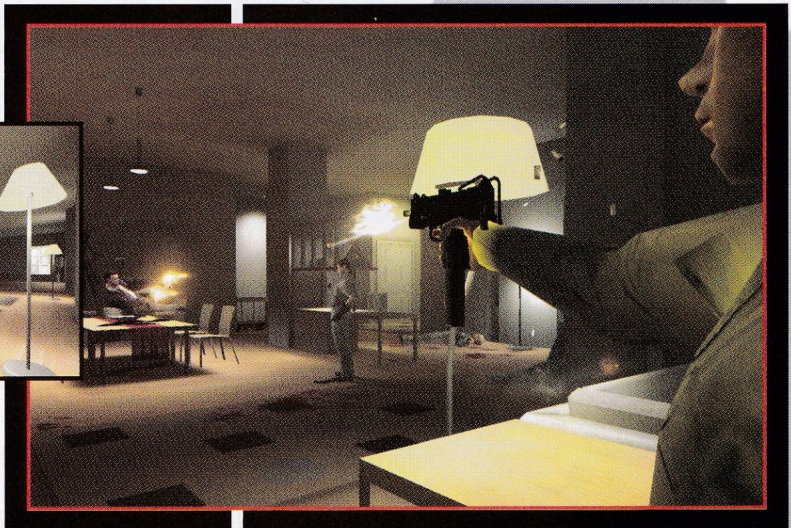


## INSIDE COCHRAN'S APARTMENT

There's nothing to see or obtain from the 1st floor of the second apartment. Head to the top of the stairs and shoot the cleaner in the back. Shootdodge forward into the upstairs room while in Bullet Time. Use a long-range weapon to defeat the other four cleaners who are deeper inside the apartment. There are a lot of them in a small space. When you land, continue to fire, forcing Max to stay on the ground while unloading his weapons on the targets.



Take the weapons from the dead (**Shotgun**, **Desert Eagles**, and a **Kalashnikov**) and grab four bottles of **Painkillers** from a shelf in the bathroom. Enter the bedroom to find Mona's contact lying in a pool of his own blood. The cleaners were in the process of hiding the body and evidence.



Max spots a picture on the dresser proving that Mona was right: The inner circle is involved, and it does reach into the government. Senator Gate is in the picture, which means Winterson's murder case is somehow tied to Max's.

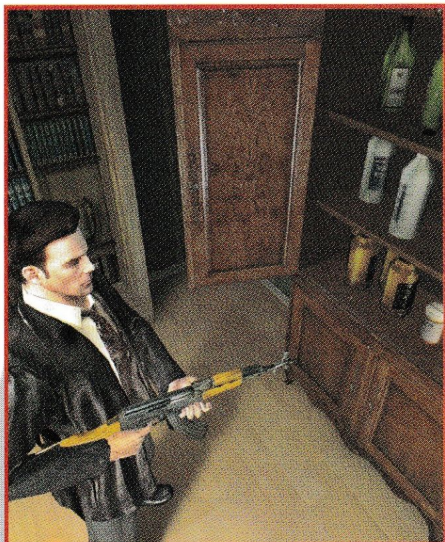
Be prepared for a firefight after contacting Mona about the stiff. She warns you that more cleaners are on the way; she was right. Select the **Kalashnikov**, and gun down the cleaners in the connecting 30th floor hallway. As you exit the apartment, even more cleaners fire on you from a nearby open apartment. Bullet Time! Gun them down and enter this open apartment.





# PART I: THE DARKNESS INSIDE

## INSIDE THE THIRD APARTMENT



In the room to the right as you enter the third apartment, you find **Painkillers** in a cabinet. Continue to be on the lookout, because more cleaners can make their way up from the lower floor. Head to the lower floor and continue to defeat the bad guys, if you haven't done so already. You know they're all dead when Mona says, "You should be able to make the jump to the balcony below."

The dead homeowner lies on the piano that plays the Max Payne theme. Run out to the balcony near the piano, and jump onto the rail to the left. Find the balcony below where you can see and hear cleaners. Ping them with the Sniper Rifle to bust their skulls while you remain unnoticed. Use Bullet Time to get the two visible guards before they duck for cover.

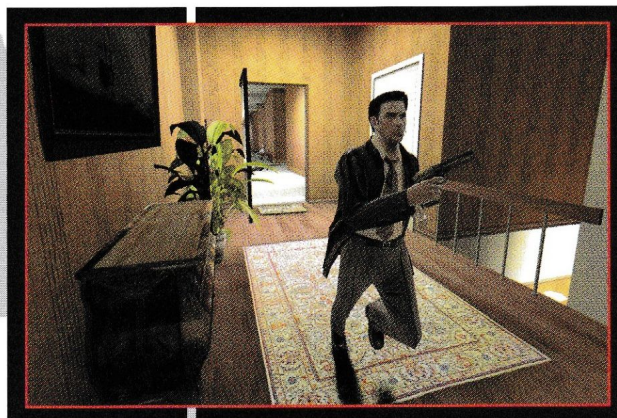


## THE FOURTH APARTMENT

Jump down to the canvas awning that covers most of the lower balcony, and then hop down onto the balcony itself. Take the **Desert Eagle** and **9mm** from the dead cleaners, and then enter Bullet Time just before opening the apartment door. A host of angry cleaners greets you with lead as you open the door. Toss in a grenade and then retreat to the balcony. If you hear "Fire in the hole," run and Shootdodge forward to avoid a live grenade.

There are three men in the living room and another one in the kitchen. After you defeat them, Max contacts Mona on the headset. She says more cleaners are in the next lobby. The apartment is void of items except those from the defeated enemies: **Shotgun**, **Ingram**, and **Painkillers**.

## 28TH FLOOR LOBBY



As you exit the fourth apartment, you can see four cleaners in the second section of the 28th floor lobby. Run toward them and take them head-on! Continue to move, and use Shootdodge the moment your feet hit the ground. Take two bottles of **Painkillers** from the fallen. Use them, and then enter the only other open apartment on this floor.



## THE FIFTH APARTMENT

Enter the bathroom at the end of the short hallway to find an open cabinet with four bottles of **Painkillers**. Exit the bathroom and head downstairs. Mona tells you that there are more cleaners in the lobby on the 27th floor (the floor you're on). Exit the apartment, and defeat the cleaners in the lobby using your well-honed Bullet Time and Shootdodging skills.

Down another hallway, you can see a single cleaner standing guard. If you still have Sniper Ammo, zoom in and pop the sentry in the head.

Once he's dead, Mona says she's out of ideas. Max responds that he'll check the apartment that the cleaner was guarding.

Approach the dead guard at the elevators, and continue around to the right down the short hallway and into the next apartment.

## SIXTH APARTMENT: VACANT

As soon as you enter the vacant apartment that the cleaner was guarding on the 27th floor, you hear voices deeper inside. They spot you as soon as you enter the main living quarters. Shoot the man in the kitchen, and then shoot the one poking his head into the window behind him.

Max calls Mona and tells her he has found a window cleaner's lift and that he's heading down. Just before Mona reveals something personal, you hear shots over the phone and the transmission goes dead.

Pick up the **M4 Carbine** from the man inside the apartment, then jump out of the window onto the cleaner's lift. Lower the lift using the switch on the right side, and take the cleaner's **Shotgun**.

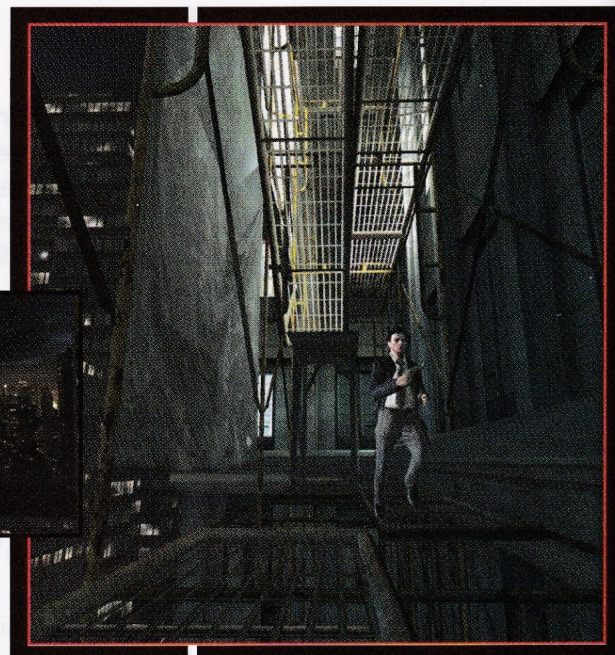
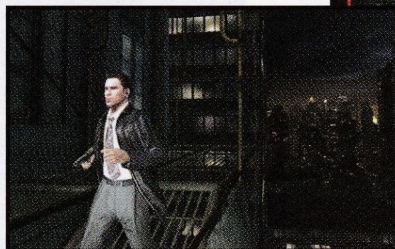




# PART I: THE DARKNESS INSIDE

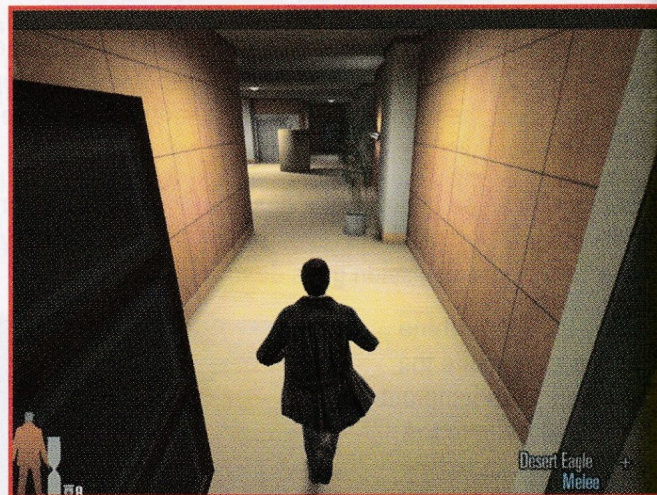
## WINDOW CLEANER'S LIFT

As soon as you lower the lift, someone starts tossing grenades and appliances down at you. Keep moving! Jump down to the lower scaffolding through the end of the top layer (to the right of the cleaner's lift when it comes to rest). Continue dropping to lower levels of scaffolding until you're about four levels down. There's a wide ledge along the building that you can walk on. Equip a Shotgun, walk on the ledge to the left corner, and use a sideways Shootdodge to clear the cleaners in the apartment through the open window.



## 7TH APARTMENT: VACANT

You enter the vacant apartment through the kitchen window. Pick up the two **Desert Eagles** and the two bottles of **Painkillers** that the cleaners dropped on the kitchen floor. Two more bottles of **Painkillers** can be found on the center counter. Other than that, the apartment is clean. Head out the front door and enter the lobby.





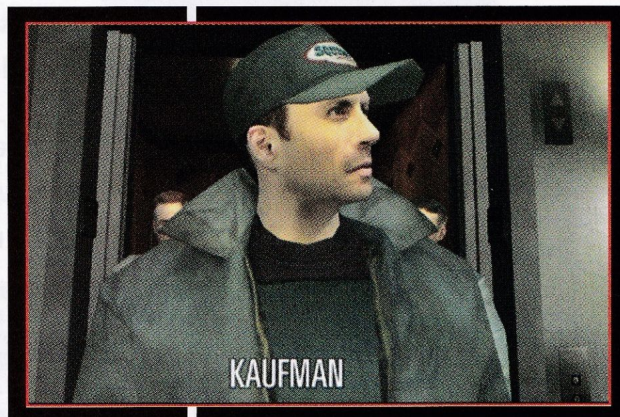
## 23RD FLOOR LOBBY: BATTLE WITH KAUFMAN

Run into the lobby, enter Bullet Time, then Shootdodge and fire at the three gunmen around the corner to the left. The cleaners are carrying **Kalashnikovs**. Bingo! Pick them up, select the Kalashnikov, then run into the next lobby and defeat the remaining two guards.

A cinematic shows a man named Kaufman exiting an elevator with a couple more cleaners. Back up into the previous lobby and gun down the three cleaners there. They carry a **Kalashnikov**, a **9mm**, and an **Ingram**.

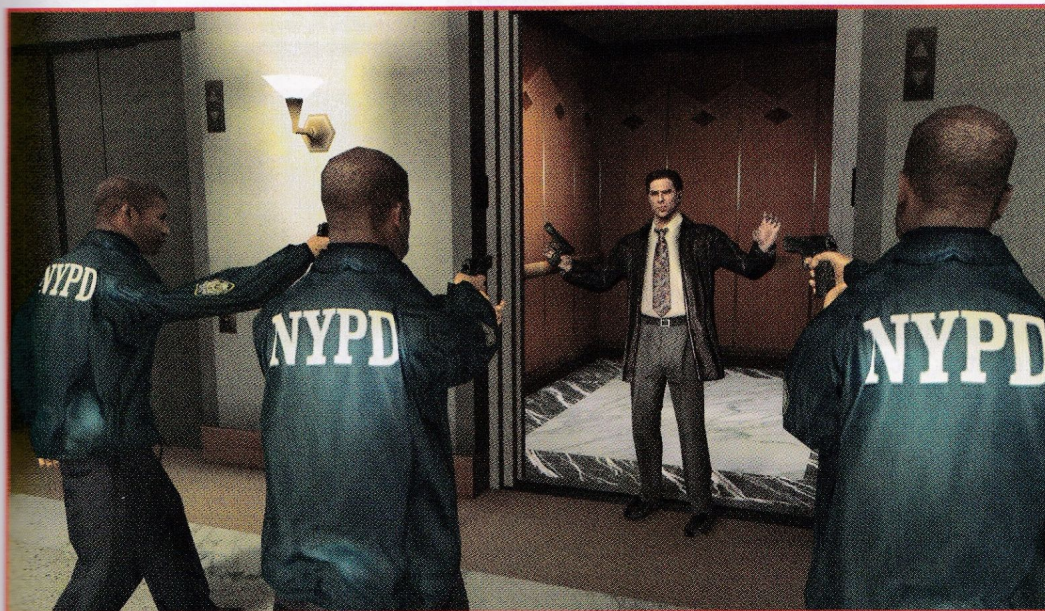
Pick up the weapons and head back to the lobby where you spotted Kaufman exiting the elevator. Enter Bullet Time, then defeat Kaufman and his goons.

Wait in front of the same elevator. When it opens, blast the occupant. Enter the elevator and press the switch to head back down. Time to check on Mona.

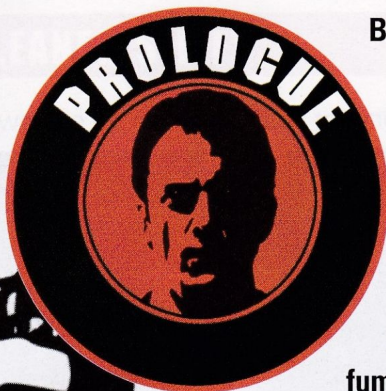


## NYPD ARRIVES

When you return to the lobby, you see Winterson and the NYPD placing Mona in cuffs. Winterson is in total disbelief. She repeatedly asks Max just what he's doing. Max has no answer. He doesn't even know himself.

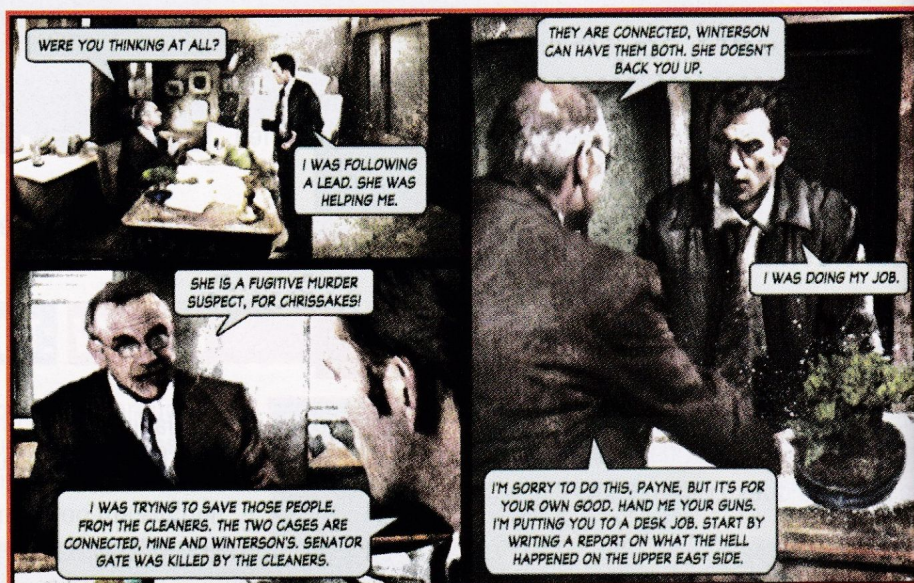






Back at the police station, Bravura jumps down Max's throat for fraternizing with a fugitive murder suspect. Max tells Bravura that he was trying to save the tenants from the cleaners, and that his case and Winterson's are connected. He adds that the cleaners killed Senator Gate.

The chief agrees that they *are* connected: Winterson has both cases now. Max is off the case and put on a desk job. Max is fuming. He's mad at everyone!

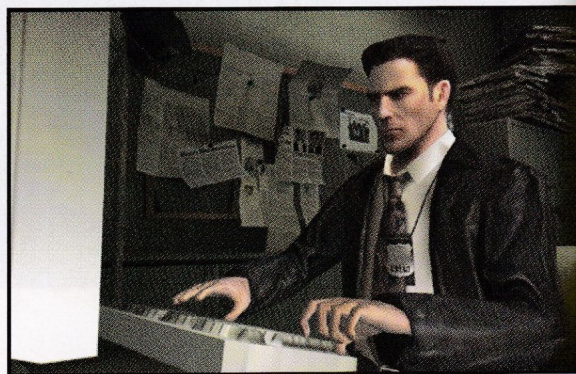


## [THE POLICE STATION]



As you exit Bravura's office, a cop approaches you from the back of the room. He goes on about the mess in Bravura's office and how he doesn't envy you. But more importantly, he suggests that you just go write that report the chief asked for.

This is the main objective, and it's easy to solve. Walk straight back to where that officer came from, and turn right to head to your office in the back-right corner. If you face Max toward his computer keyboard and press the Use button, he begins writing the report. But if you have time to burn, there are some other entertaining things to do around the station.



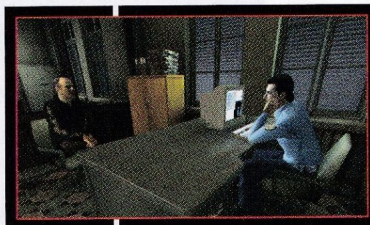


## FUN AROUND THE OFFICE

Visit the open office adjacent to Bravura's, and listen to the long and hilarious conversation between a cop and a man guilty of killing his wife and her lover. The man says everything he can think of in order to get from under suspicion.

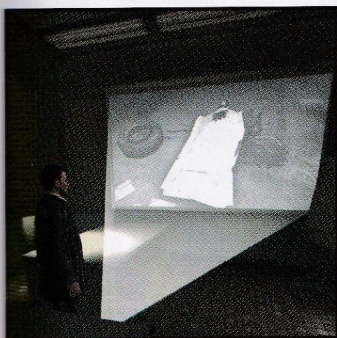
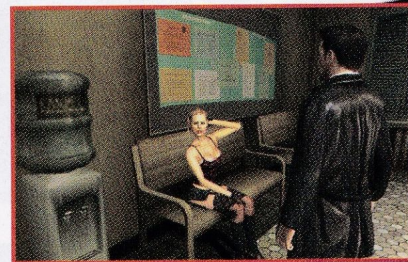
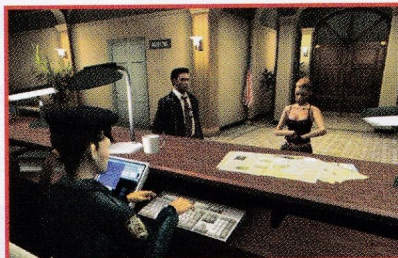
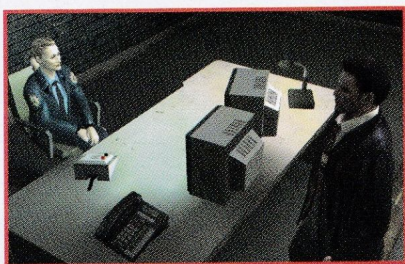
Two officers are sitting on a couch in the Rec Room watching TV. Stand in front of them. They scold you and lean to the side to see around you. Turn off the TV. The one in control of the remote immediately turns it back on, no matter how many times you turn it off.

Approach the small air conditioning unit behind the couch and press the Use button. The unit breaks and begin smoking. The cops start mouthing off about how lucky you are that it's not summer anymore, now that you've broken the AC.



If you head downstairs, Max reminds you that you're putting off the inevitable. You need to return to your desk and write the report. As you continue down the stairs, Max tells himself he wants some answers from Mona while she's locked up and not going anywhere. Use the buzzer at the steel door in the lockup, and the officer inside lets you in. She says to press the buzzer on the next door, and Peterson will let you in. However, Peterson says Mona is upstairs in the lineup.

Back upstairs in the reception area, you see Violet from your apartment building. She's complaining about her boyfriend—his addiction to video games and how that has made him good with a gun. Afterward, she sits quietly waiting to be included in the lineup. Talk to her and she offers up her phone number. A female police officer complains about the air conditioning, if you messed with it in the Rec Room.

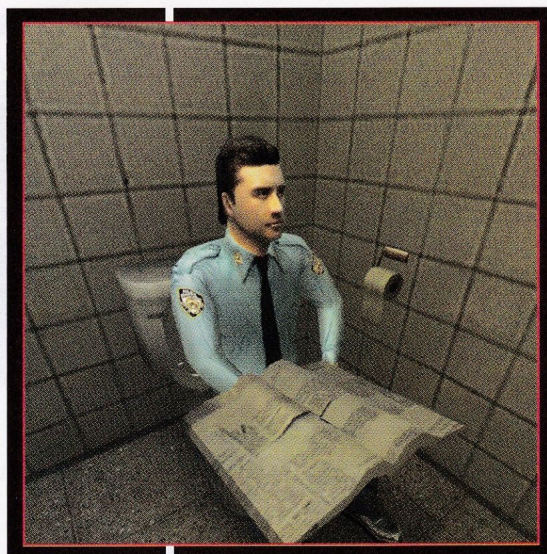


In the Briefing Room, you can flip through the projector pictures to see different slides of a crime scene.





## PART II: A BINARY CHOICE

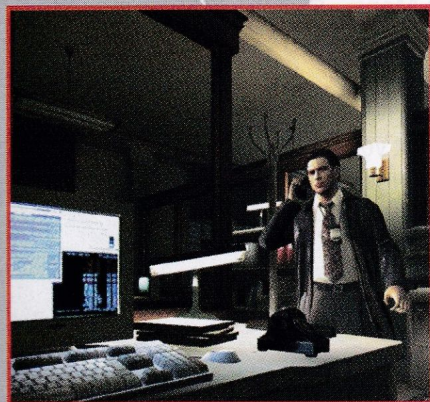


In the bathroom, a man begs for privacy if you try to enter the stall.

Head through the green door at the end of the short hallway near the reception desk, and you can access the garage. You can listen to a long talk between an officer and a detective. Talk to the officer and you enter their conversation.

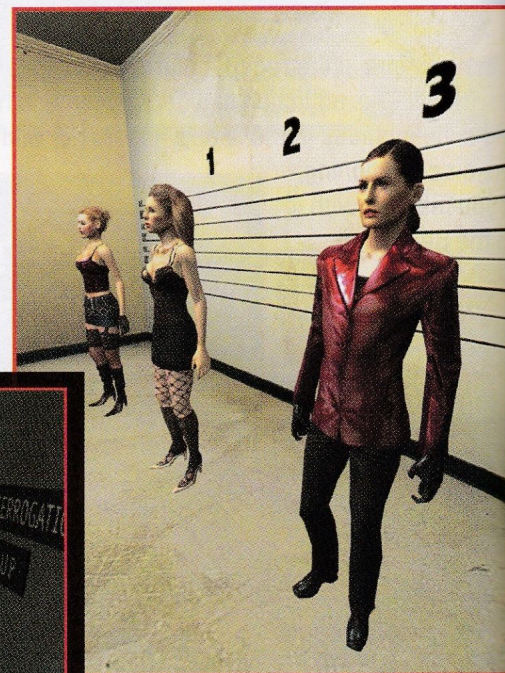
When you're done playing around here, return to your desk and write that report!

### DESK JOB



As soon as you press the Use button while Max is facing his keyboard, a cinematic begins. Max sits down and starts connecting the dots in his report. He knows he has to convince Winterson of the connection between the cases. Max answers Winterson's phone, but the caller hangs up when he hears Max's voice on the other end.

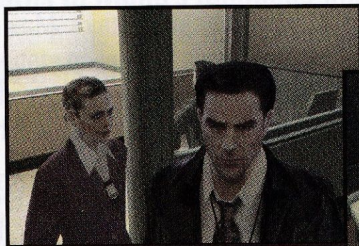
A nearby officer says to tell Winterson about the phone call, and that you can find her doing a lineup in the Interrogation Room. Step into the Interrogation Room, which is just a few yards away from Winterson's office. From behind the two-way mirror, she works with her eyewitness to spot a woman he saw at a crime scene. He picks Mona. When Winterson enters the room, she makes a snide remark, but now the door is open to the lineup observation room. Enter the room with the witness.





## EYEWITNESS

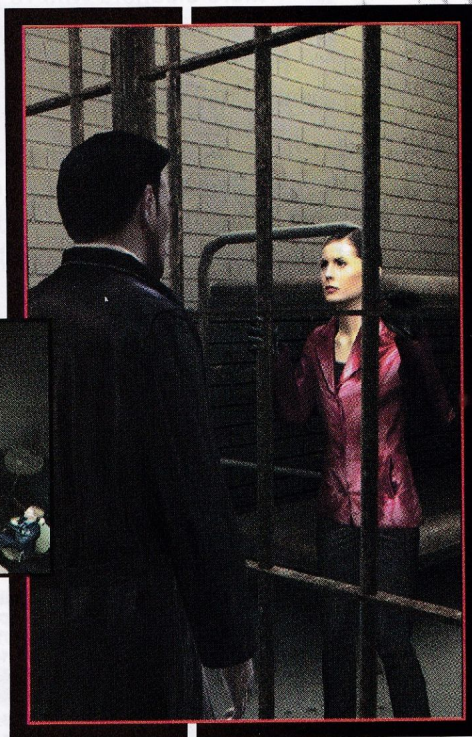
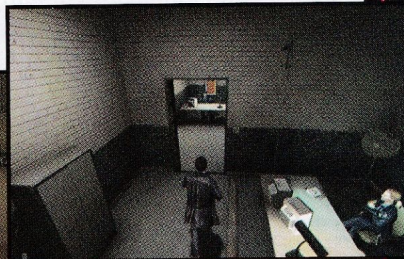
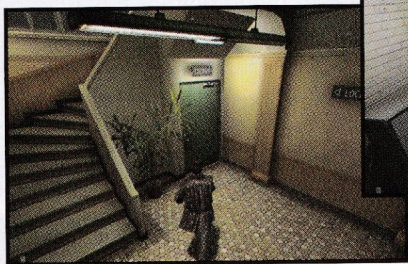
The man tells Max what he wanted to tell Winterson about the cleaners, and about a firefight between the cleaners and Mona. The brown door is locked, so head back to Winterson's office. Max overhears Winterson on the phone leaking information about Mona and him to someone on the other end. She tells Max off and warns him to stay off the case.



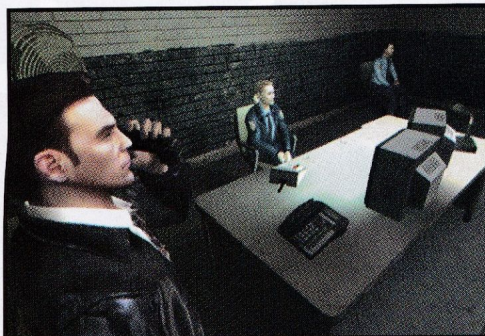
## THE LOCKUP

Head downstairs to the Lockup, the door at the bottom of the stairwell. Press the buzzer to gain entrance to the guardroom. Press the door buzzer in the guardroom and Peterson lets you into the Lockup. The guard inside says Mona is in the last cell on the left. Ignore the barfing bum in the first cell and visit Mona.

A cinematic begins as you approach her cell. She begs Max to let her out. She thinks she's in danger, even in the police station lockup.



Trying to open the door at the end of the hallway will only lead to disappointment. Max says it's only opened when they bring prisoners in. When you approach the guard desk, Max asks to borrow a phone. The guard points to one in the guardroom. The female guard allows you to use the phone on her desk. Max calls Woden, as Mona suggested, and leaves a message. As soon as you hang up the phone, the whole station rocks and people start blaming a bomb.





## PART II: A BINARY CHOICE

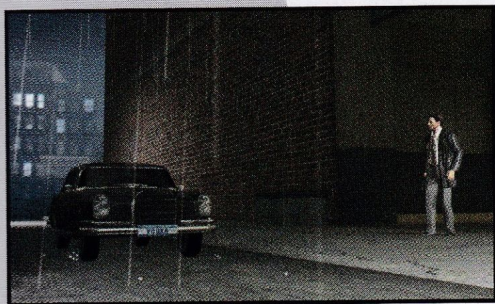
### THE ESCAPE

The officers grab firearms and head upstairs. Max is curious about Mona's suspicion that somebody's placed a hit on her inside the police station. He checks the monitor. Sure enough, cleaners are entering the lockup and blowing away officers. Mona hides under her bed until all is clear. Then she takes the keys to the cell, frees herself, and leaves through the garage door.

When control returns to you, head to the weapons locker and take the **Shotgun**, **Painkillers**, **9mm Pistols**, and **9mm Ammo**. Quickly select the Dual 9mm Pistols and prepare to fire as soon as the lockup door opens. Blow away the three cleaners in Bullet Time, then take the **Desert Eagle** and the **9mm Pistols** they drop.

As you approach the garage access door at the back of the lockup hallway, you see three more cleaners who've just exited a black van. Jump forward toward the door in Bullet Time, and kill them all. Another van pulls up as soon as you enter the garage. Take the **Kalashnikov**, **Pump-Action Shotgun**, and **Desert Eagle** the last three cleaners dropped, and do any necessary healing before the new arrivals storm out of the van.

There are four cleaners. Gun down two of them before they exit the van, using Bullet Time and a forward Shootdodge move. Use the van as cover, and perform a sideways Shootdodge move to clear the remaining two cleaners from behind the van. Take the **Pump-Action Shotgun**, **Kalashnikov**, **9mm Pistol**, **Desert Eagle**, and **Grenade** from the bodies. In the back of this van, you can find **Painkillers**. In the back of the first van, you can find **Painkillers** and two **Grenades**!



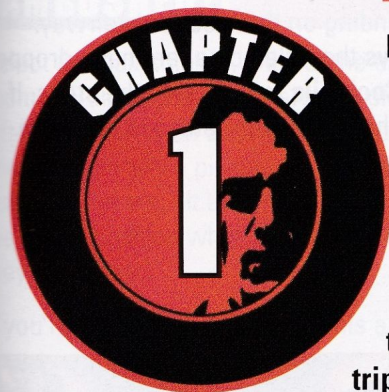
When you're done collecting ammo and health, head to the top of the ramp and exit the station through the opened garage door. A cinematic takes you to the end of the Prologue. Both Max and Mona escape the station, a place neither one wanted to be.

A car pulls up to Max outside. It's Vlad's car. A big-head Captain Baseball Bat Boy costume is in the back seat. Vlad says it's a disguise of his, and Max asks Vlad to drop him off at Coney Island. Max questions Vlad about his knowledge of the Inner Circle and Mona Sax's involvement. Vlad says he heard that Mona is a hired killer.



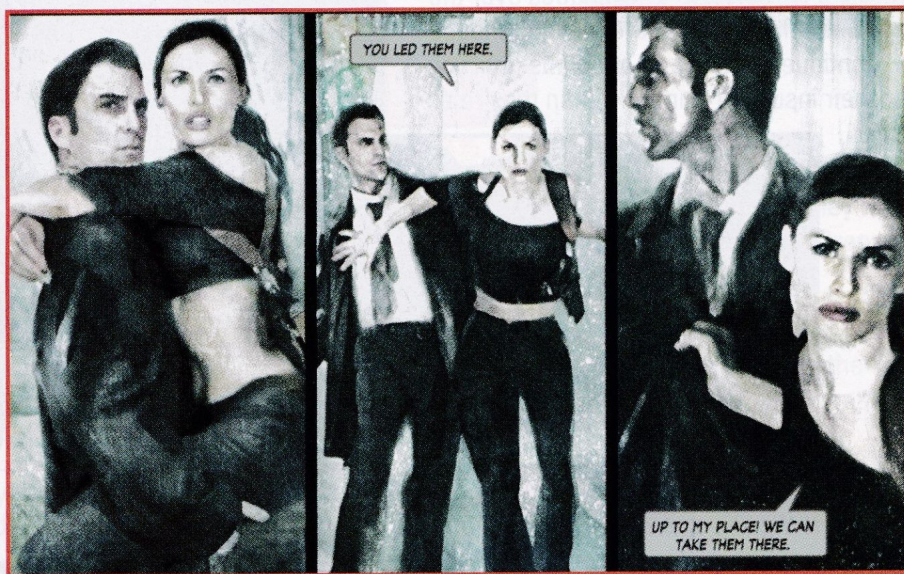


## THE THINGS THAT I WANT



Max returns to Mona's funhouse and asks himself why he's here again. He begs Mona to talk to him. She asks what he wants from her. He lists all the things he wants most in life, and they start to make out.

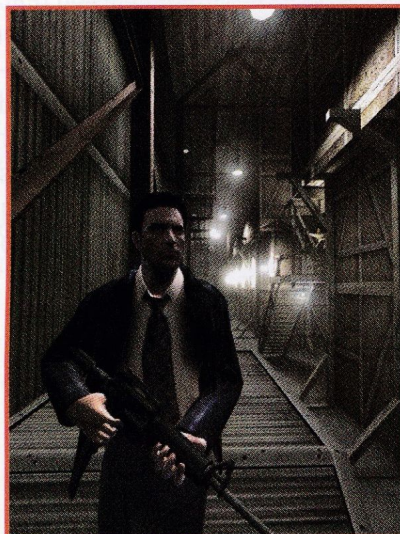
The affair is cut short by the sound of gunfire elsewhere in the funhouse. Mona blames Max for leading the cleaners to them. She suggests they head to her apartment as a tactical location to take out the intruders. On their hastened trip to her place, they're separated...



## RETURN TO MONA'S FUNHOUSE

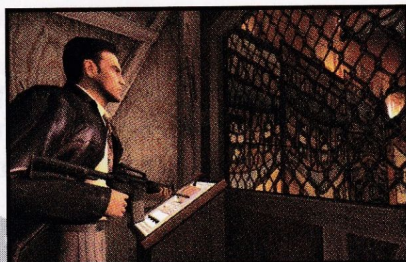
As soon as you have control, enter Bullet Time and gun down the cleaners making their way up the stairs to Mona's. Since you fell beyond the locked gate the cleaners were behind, turn and head toward the stairs at the other end of the hallway. Shoot the men at the top of the wooden stairs before one of them throws another deadly grenade down to the floor.

Before heading up the stairs, walk to the end of the corridor and use the small crate to leap over the small doorway structure. In the corner, you find a crate with two **Kalashnikovs** and two magazines of **Kalashnikov Ammo**.





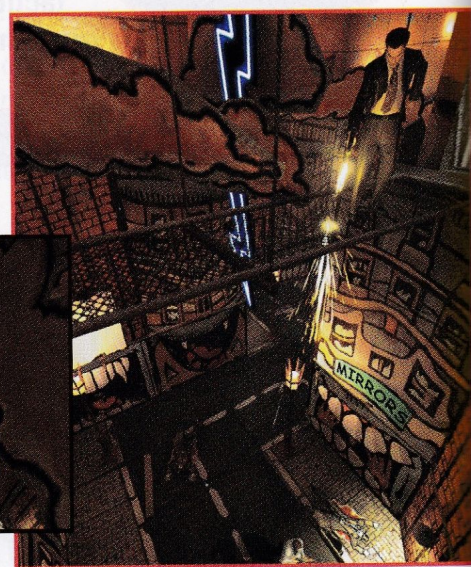
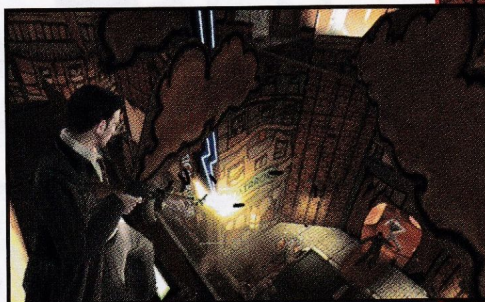
# PART II: A BINARY CHOICE



Now head to the top landing on the wooden stairway. Collect the **Kalashnikovs** the fallen cleaners have dropped and the four **Molotov Cocktails** from beside the steps. If you need **Painkillers**, there are four bottles in the room beyond the first landing.

## ATOP THE WOODEN STAIRCASE

You can hear cleaners in the funhouse room beyond the wooden walls. Enter the door at the top of the stairs and toss some Molotovs or Grenades over the wooden ledge and onto the cleaners in the funhouse street below. Continue the barrage of bombs until you no longer hear their insults or gunfire. When they're all dead, Max makes an insignificant comment.



## THE GIANT SYRINGE

Follow the wooden walkway over the funhouse street until you reach a door that slides open up on approach. You hear a couple of cleaners in the room below—you can look through the slot in the floor and see them, as well. Activate the switch near the floor slot to release the large syringe in the room below. The syringe swings with great force and smashes one or both of the cleaners.

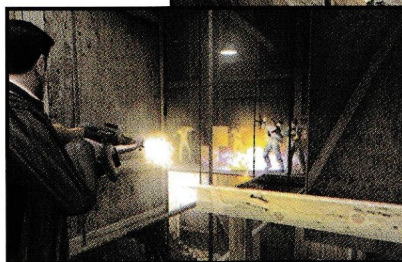
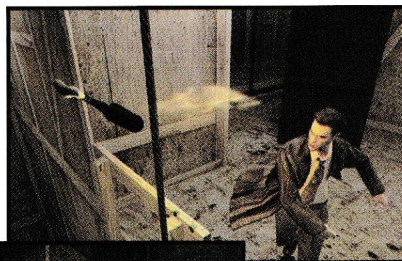




## AMBUSHED!

Select the Kalashnikov, walk to the end of the room, and enter the next room in Bullet Time. There are five cleaners across a catwalk to the left—one man is on a lower level. Keep moving and Shootdodging toward them while picking them off one by one. Continue to hold the fire button when you hit the ground. That way you remain in the prone position while emptying the Kalashnikov until they're all dead.

If you're having difficulty with this area, try aiming for the green gas can in the corner to create a helpful explosion. Throwing Molotovs or Grenades while in Bullet Time is yet another option.



## WEAPON COLLECTION

When the smoke clears, pick up the **Kalashnikovs**, **Grenades**, **Desert Eagle**, and **Painkillers** the cleaners dropped. A few more cleaners are in the area below. If you wait long enough, they may just blow themselves up with a grenade. If not, head down below, defeat them, and take their **Grenades** and **Kalashnikovs**.

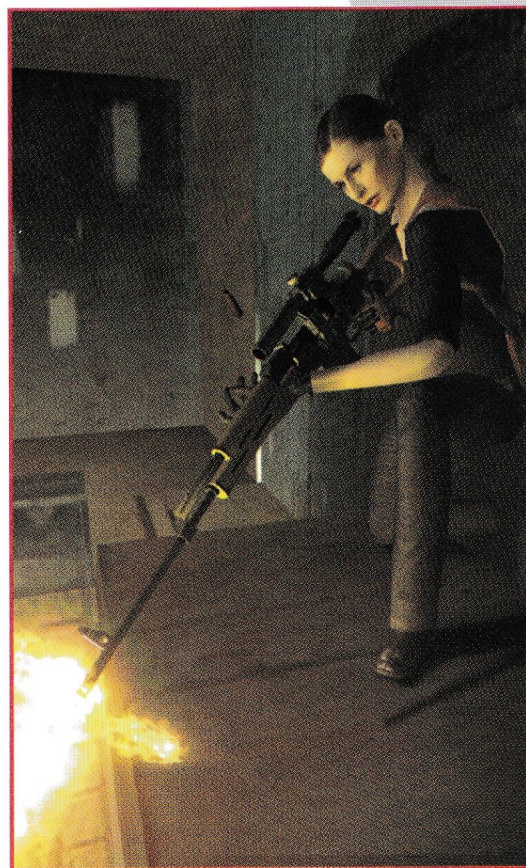
Push through the remains of the lift cage, which you destroyed when you released the syringe in the room above. Take the **Kalashnikovs** and **Grenades** from the dead cleaners in this room, and then head through the cartoony-looking doors near the lift. Take the weapons from the men you left dead in the funhouse street, and then return to the hallway beyond the lift gate room.

Work your way through the corridor behind the funhouse set, and find the door around the corner in a large open area (a couple of prop trucks are located in this room). As you push through the door and enter the funhouse street, a cinematic begins. Max says the funhouse is Mona's playground.

## MONA'S PLAYGROUND

Mona is on a perch on one end of the street, picking off cleaners with a Sniper Rifle. You begin on the other end of the funhouse street, and you have the upper hand because the cleaners are looking up at Mona. Gun them down with the Kalashnikov. Max mentions how Mona disappears into the shadows once all three men are dead. Pick up their **9mm Pistols**, **Kalashnikov**, and **Grenades**.

When you approach the garage door at the end of the street, the door lifts up to reveal a few more cleaners. Enter Bullet Time and spray Kalashnikov rounds into the garage. Enter the garage and pick up the **Painkillers** and more **Kalashnikovs**.





## PART II: A BINARY CHOICE

Head to the top of the stairs, and enter Bullet Time once again to take out the cleaner in the second prop room. Pick up the lone gunman's **Kalashnikov** and **Grenade** if you have room in your inventory.

The door in this room opens to the fire escape and another funhouse street. As you pass through the door, a quick cinematic shows Mona opening up on the cleaners in the street with an Ingram. Enter Bullet Time and give her some assistance. When all four men have been eliminated, Mona says she'll let you through the garage backdrop.



### GARAGE BACKDROP

Pick up the **Kalashnikovs**, **Painkillers**, **9mm Pistol**, and **Grenades** left over from the last battle, and enter the prop double garage with the prop vans parked inside. You can access an open door to the left inside the garage. Enter the next room, and Mona says she'll cover you as you attack the cleaners around the corridor.

A large wooden tube stands between you and the cleaners. Shoot the man on top of the tube first (if Mona doesn't get to him first). Then enter Bullet Time and make your way to their side of the room without letting go of the Kalashnikov's trigger. Walk along the top of the tube and the ramps to collect all the weapons left after the battle.

As you approach the door at the back of the corridor, a cleaner barges in. Shoot him as soon as the door opens. Enter the cashier's room and a cinematic takes over.

Max runs out into the real street as a black van squeals out of the lot. Max runs for the closest van and jumps into the back through the open doors.





## STOWAWAY

Max takes a ride in the back of one of the cleaners' black vans. He sits tight while the cleaners take him to their facility. Mona calls on the forgotten headset. He cuts her off and says he'll contact her when they arrive.



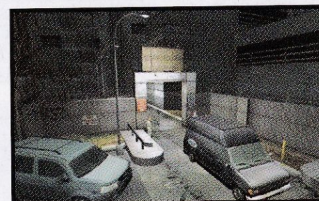


## CHAPTER 2

### IN THE MIDDLE OF SOMETHING

As the cleaners' van pulls into the construction site, Max calls Mona on the headset to tell her where he is. She says she's on the way.

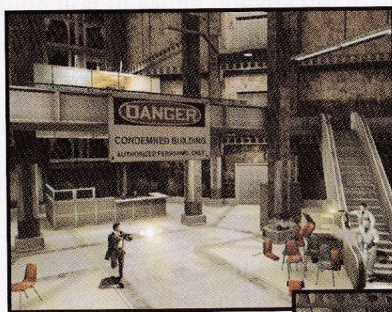
The van pulls into an underground parking garage. Two guards take off into the building, while the third opens the back of the van. Max blows him away...



### CONDEMNED BUILDING

As you gain control of Max in the garage, re-enter the back of the van to find **Painkillers**, an **MP5**, and **MP5 Ammo**. Follow the two cleaners into the building. You can hear them complaining about their dead partner's absence. As you enter the first room, they turn around and attack. Enter Bullet Time and gun them down with the Kalashnikov. Run up the stairs to the room with the red explosive containers.

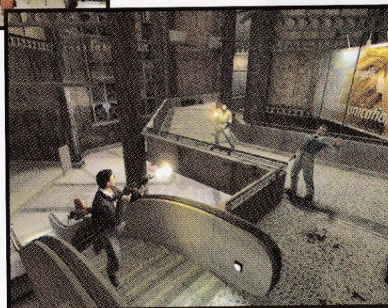
### 1ST FLOOR



Head through the only other unlocked door in the first room at the top of the stairs. You hear voices in the lobby. Use Bullet Time and a sideways Shootdodge to pick off the cleaners coming down the escalator.

With that done, Mona radios in and says she has arrived at the site. She's at the wrong end of the building and will go to the rooftop to get a better view of the place.

Head up the escalator and cross the suspended walkway to a door at the opposite end.

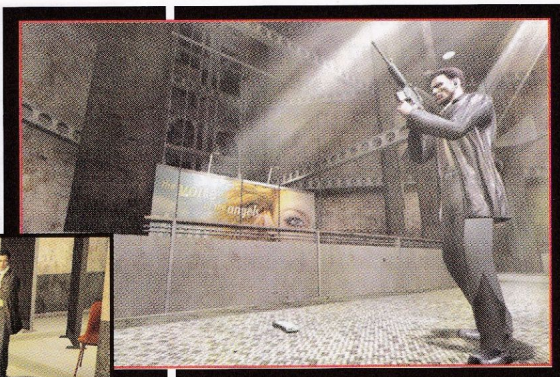
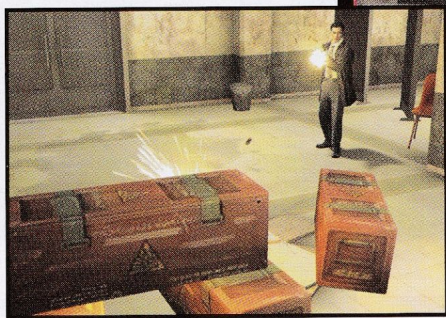




## 2ND FLOOR

In the elevator lobby at the end of the walkway is a stack of red explosive containers next to an elevator. Stand back in a far corner and shoot the containers.

The explosion blasts one of the elevator doors off. Enter the elevator shaft and drop down into the elevator car through the hole in the top.



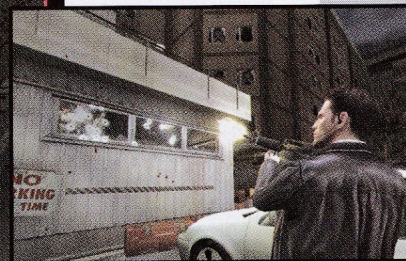
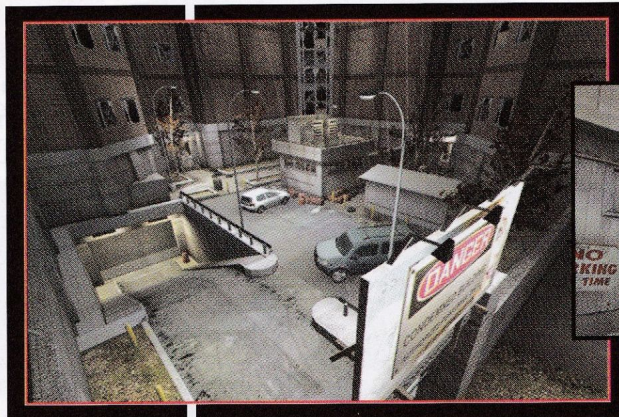
## 1ST FLOOR ELEVATOR LOBBY

In the 1st floor elevator lobby, walk behind the cubicle partitions and find **Painkillers**. Exit the room into a small hallway and open the next door.

## EXTERIOR COURTYARD BATTLE

You exit the building and enter a courtyard. It's dark, it's raining, and there are cleaners on top of small structures and around every corner. Target the red explosive containers to aid in the cleaners' demise. Keep moving, and continue a string of Shootdodge attacks. First clear the area to the left. This gives you a safe place to fall back to and collect your wits.

Use the SUV for cover, and aim for more of the explosive containers further ahead to help take out the advancing cleaners. Collect the downed cleaners' **Painkillers**, **Desert Eagle**, **Ingram**, and **Sawed-Off Shotgun**.





## PART II: A BINARY CHOICE

Enter the small guardhouse and collect the **M4 Carbine, Painkillers, and Grenades** from the stack of green weapons crates. Head up the stairs in the small guardhouse, and find a crate on the lookout platform containing a **Desert Eagle, Molotov Cocktail, Painkillers,** and a **Grenade**. Find the sidewalk littered with tires behind the guardhouse, and you will discover the new entrance to the condemned building.



### 1ST FLOOR

As you re-enter the condemned building, you're confronted with a choice of heading through either the door dead ahead or the door to the right. Enter the door that's straight ahead. Turn to the left inside the large room, and approach the closed double doors. You hear voices in the next hallway.

Bust through the doors so that the men belonging to those voices spot you, and then run back into the previous room. They scream your name and throw a Grenade. Remain in the room until the culprits investigate, then blow 'em away as they file in. Before you leave, pick up their **Kalashnikov, Pump-Action Shotguns, 9mm Pistol, and Ingram.**

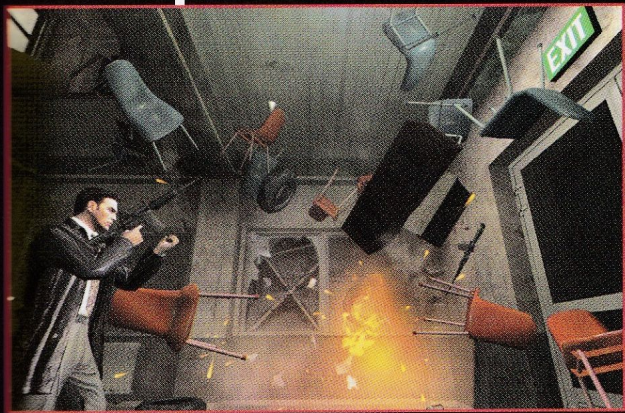


The next hallway splits in a 'T,' and both routes eventually lead to the same room. Turn left out of the room, and follow the hallway to the first unlocked door on the right. Inside this small room is an open cabinet containing four **Painkillers**. Look in the box on the floor and take the four **Molotov Cocktails**. A single **Grenade** is on the weapons crates in the corner.

The next door to the right leads to a room that allows you to cut to the other hallway (right at the previous 'T'). The door across this one contains a blaring TV on a table that also holds a couple of bottles of **Painkillers**. Listen to the TV; there's a news report about Mona's escape and your possible connection to it. Continue to the end of the hallway and toss some Molotovs at the two patrolling cleaners. Take their **Grenades, Desert Eagle, 9mm Pistol, and Sawed-Off Shotgun**, then enter the room beyond the double doors at the end of the hallway.



## SCHOOL CHAIR PILE

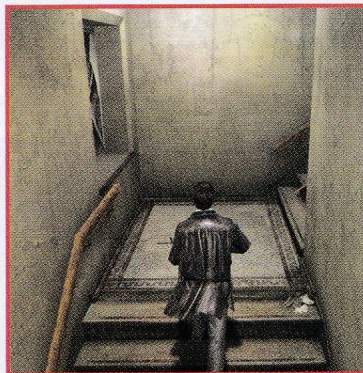


Inside this small room is a pile of what look like red and green plastic lunchroom chairs. Underneath this pile is a red explosive container. Go back into the hallway and shoot the explosive container through the open double doors. The explosion reveals three **Painkillers**, a **Sniper Rifle**, two magazines of **Sniper Rifle Ammo**, and **MP5 Ammo**. Jackpot!

Head through the glass door in the corner of this room and climb the stairs.

## 2ND FLOOR

Watch your step as you enter the room at the top of the stairs. A gaping hole covers half the room. If you fall through the hole to the 1st floor, you will die or suffer serious damage. Cross the wide 4x6 that covers the hole, and climb the next set of stairs to the 3rd floor.

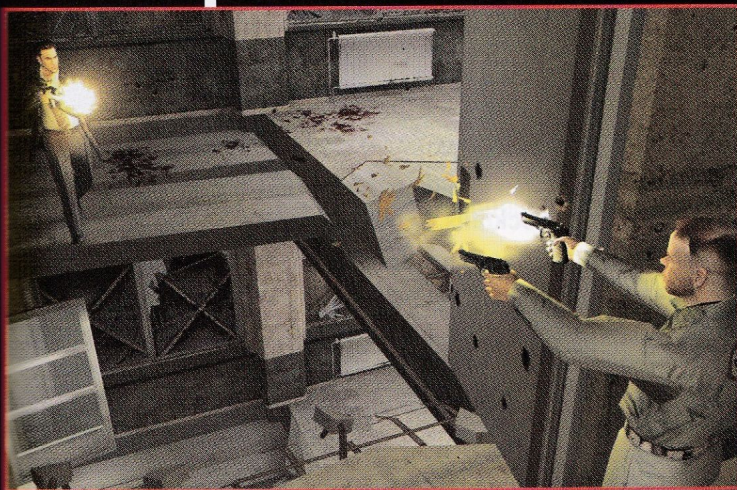


## 3RD FLOOR

As you approach the top of the stairs, you see another room similar to the one you just left. But wait. Hear that humming? There are cleaners in the second room to the right. Enter Bullet Time and carefully walk or sideways

Shootdodge into the room, firing at the assailants in the next room while trying to avoid falling through the hole in the floor. Remain in this room while the cleaners continue to expose themselves in the next room. Toss Grenades and Molotovs at them when they try to run for cover.

Either walk along the narrow beam to cross the gap and enter the next room, or jump from the plywood near the door you came through.





### 3RD FLOOR HALL

The hallway the cleaners were shooting from looks similar to the large hallway on the 1st floor. However, the right pathway leads to a nearby dead end. Collect the **9mm Pistol**, **Pump-Action Shotgun**, **Painkillers**, and **Desert Eagle** from the slain cleaners before heading down the left hallway.

Run through the hallway and use the overturned tables as cover. A gunman at the end of the hallway fires on you as soon as you enter his view. When you nail him, he falls through a hole in the floor behind him. Take his **Ingram** and **Grenade** from the edge of the hole.

Pass through the room beside the hole to enter the hallway at the other end. (This is past the dead end you saw at the beginning of the hallway.) Run to the end of the hallway and blast the cleaner hiding behind the partition. Take his **Grenade** and **Sawed-Off Shotgun**, then continue forward to defeat the three cleaners around the next corner. If you hear a Grenade drop, keep running or perform a backward Shootdodge to lessen the damage.

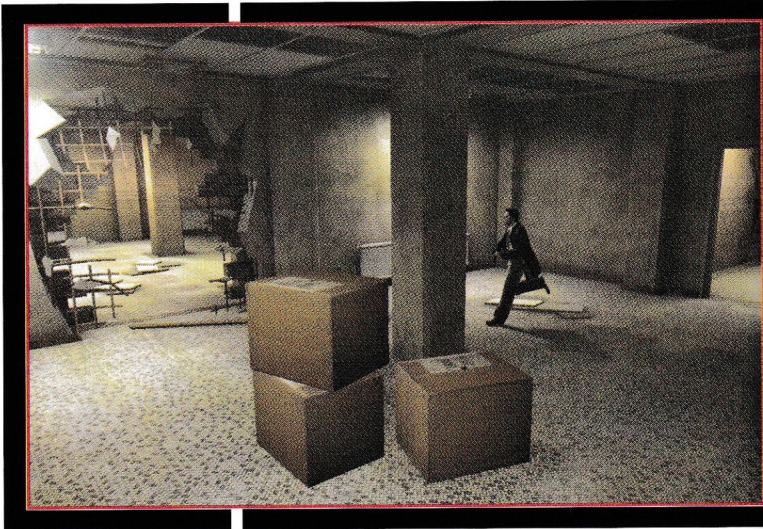
### 3RD FLOOR:

### OFFICE WITH COLLAPSING FLOOR

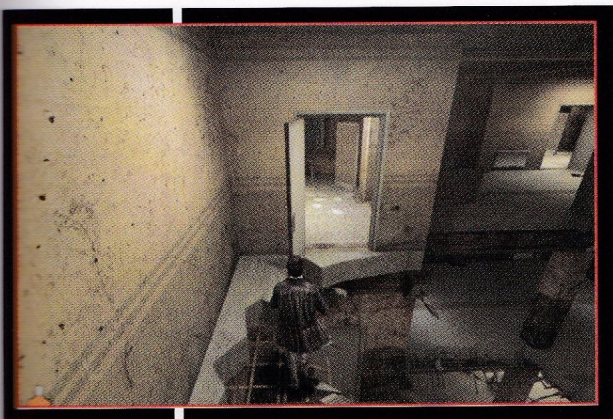
Make your way to the end of the hallway on the opposite side of the large hole in the floor. You hear voices through the doorway in the corner. However, the next two rooms are empty. You heard the voices through the locked double doors at the end of the hallway. The second empty room allows alternative access to this large room.

The room is full of cleaners. Toss in some Grenades and Molotovs in Bullet Time before heading in to clean up. The cleaners leave a mess of weapons behind: **Pump-Action Shotguns**, an **Ingram**, a **9mm Pistol**, and a **Desert Eagle**. The next room contains two **Molotov Cocktails**, two magazines of **Sniper Rifle Ammo**, and **MP5 Ammo** behind the office partitions.

Return to the previous office. If you shoot the red explosive crates near the hole in the floor, you can create an even bigger hole! However, this will only hurt your next objective, which is to get through the door on the other side.







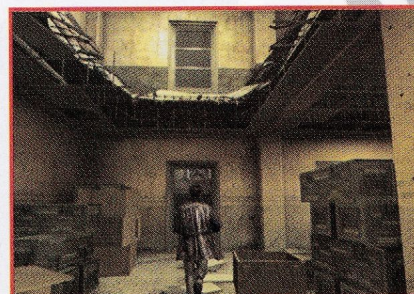
If you blow a larger hole in the floor, walk along the crossbeam between support beams to reach the 6x12 platforms in the corner. From there, you can walk on the crumbled remains of the floor along the left wall and jump through the open doorway into the next room. As you enter the glass door in the small room, a small cinematic begins.

## THE ARMORY

Max stumbles onto Gognitti's stolen weapon stash. He radios Mona and says there are enough guns to outfit an army. Mona says it doesn't look that way from where she's standing. Max asks what that was supposed to mean, but she doesn't respond.

As you enter the armory, jump into the box on the floor to the left and pick up the **Painkillers** and two **MP5s**. Jump up onto the next weapons crates along the left wall, and hop up to the stack of wooden crates to gather four more **MP5s**. Continue to jump on top of the large stack of weapons crates in the center of the room to collect two **Painkillers** and more **MP5s**, if you can hold them.

In the aisle between the stacks of weapons crates, you can find four magazines of **Sniper Rifle Ammo** on the floor near the center support beam. Exit the armory through the brown glass door. (The wooden double doors lead to a broken walkway overlooking the large lobby below.) Climb the staircase to the 4th floor.



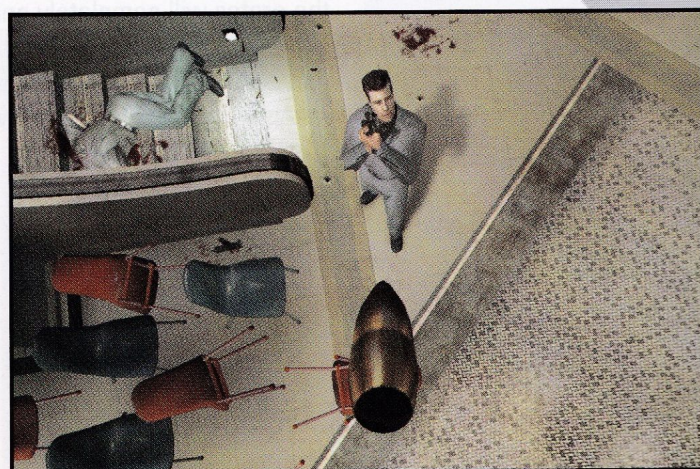
## 4TH FLOOR:

### LOBBY UPPER WALKWAY

The room at the top of the stairs on the 4th floor has a large round hole in the floor that gives you a view to the armory below. Don't fall through. Pick up the **Molotov** and **Sniper Rifle** in the corner near the elevators, then exit the room through the double doors.

Walk to the end of the broken pathway near the red explosive barrels. Jump the gap in the walkway (you're now high above the main lobby), and stop near the edge of the gap. Select the **Sniper Rifle** and zoom in on the cleaners on the 2nd level walkway below. Snipe them both in **Bullet Time**. Press **Bullet Time** again to conserve the remaining **Bullet Time** in the hourglass.

Walk closer to the edge, and take aim at the cleaner at the bottom of the escalator on the 1st floor. Then enter the double doors at the end of the walkway.

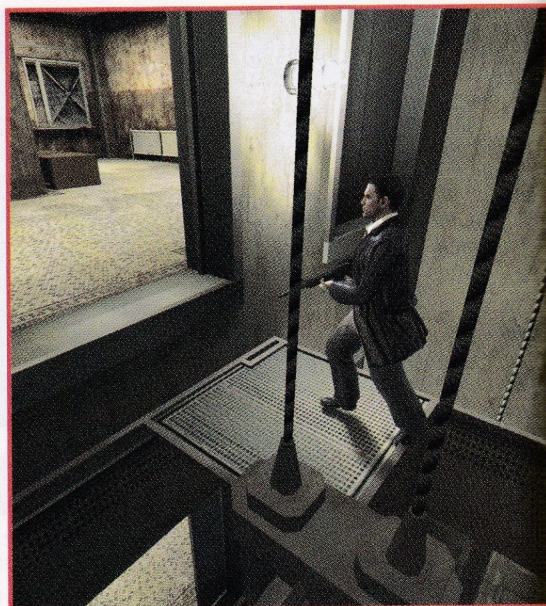




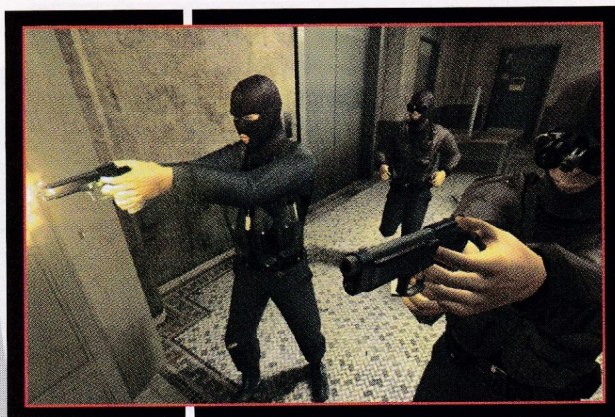
# PART II: A BINARY CHOICE

## 4TH FLOOR ELEVATOR LOBBY

Find the **Sniper Rifle Ammo** in a wooden box in the corner of the elevator lobby. Enter the open elevator shaft carefully, and don't fall through the hole along the left side. Use the stack of weapons crates to jump up to the top of the elevator car and into the 5th floor elevator lobby.

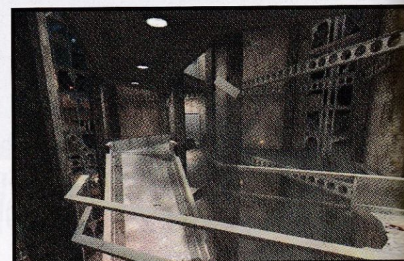


## 5TH FLOOR: ELEVATOR LOBBY AND CONNECTING WALKWAY



Take the two magazines of **MP5 Ammo** from the box in the center of the lobby. Then run through the double doors and out onto the suspended 5th floor lobby walkway.

As you head closer to the explosive crates on the walkway, commandos push through the doors on the opposite end. Shooting the crates will completely annihilate the walkway, making it impossible to reach the doors. If this happens, there's a metal grate to the left of the walkway that you can reach. You can jump to the remains of the walkway from the end of this metal platform.



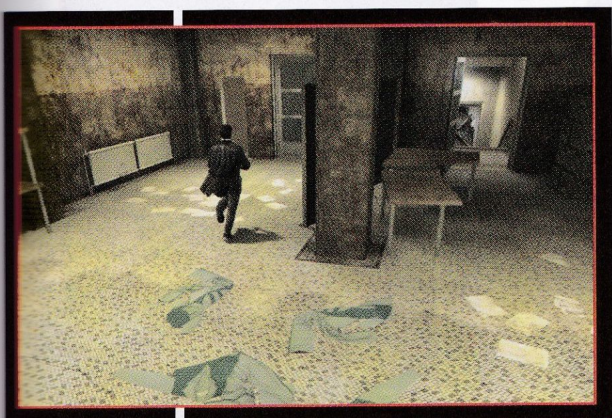


If you haven't defeated the commandos, you must deal with them in close combat as you go through the doors. (Use a shotgun.) The ideal situation would be to keep the pathway intact and pick off the commandos as they appear. Exit the commando room through the glass door, and climb the stairs to the 6th floor.



## 6TH FLOOR

As you reach the top of the stairs and enter the room on the 6th floor, Max thinks to himself: The cleaners have shed their skins... this is their turf... there's no need for disguises anymore. This explains why you're now seeing commandos, and soon you'll see plain-clothes men.



Find the single **Grenade** on the table in the middle of the room, and then head to the next set of stairs through the glass door.

## 7TH FLOOR ARMORY

At the top of the stairs, you can see a man standing with his back to the glass door. Shoot through the door to defeat the cleaner. Take his **M4 Carbine** and enter another armory. Head through the double doors and out onto the highest walkway in the main lobby.

A man briefly opens the double doors at the opposite end of the walkway to fire off a couple rounds. Use the columns for cover, and continue toward the doors. Enter Bullet Time, open the doors, and blow the four gunmen away. You may opt to toss a Grenade in first (the room is full of explosives). Pick up their **Desert Eagle**, **Ingram**, **Pump-Action Shotgun**, and **9mm Pistol** as you enter the room. Find the three **Painkillers** in the box near the exit, then head through the very small hallway and enter a makeshift morgue.



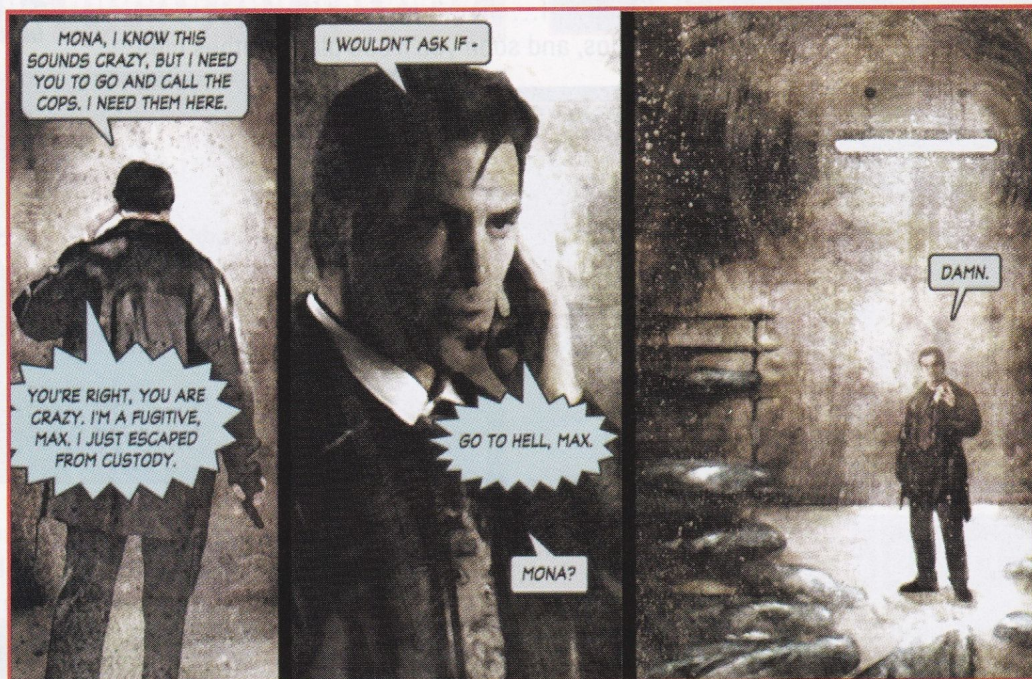
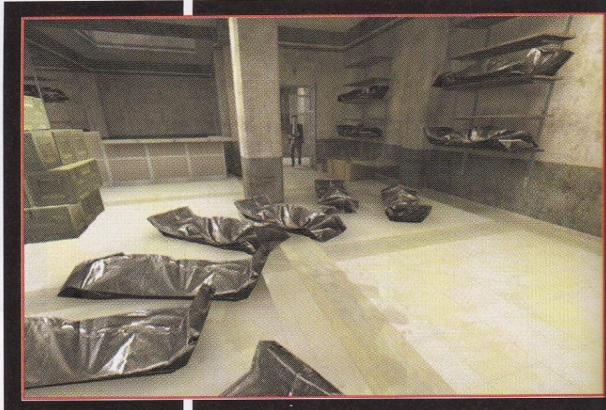


## PART II: A BINARY CHOICE

### 7TH FLOOR MORGUE

As Max enters the last room on the 7th floor, he stumbles into an area where the cleaners have been stashing all the bodies they've been covering up. The entire room is full of body bags!

Max calls Mona and asks her to call the cops. She tells him to go to hell. She's a fugitive and considers this request insane. The communication is broken, and the end to another chapter is reached.



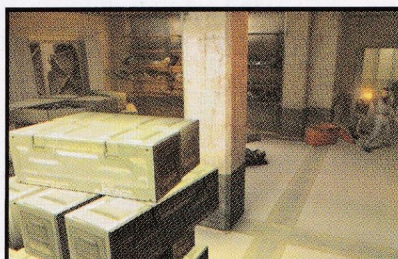


# CHAPTER 3

## BLOWING UP

Three cleaners catch Max in their morgue. A couple of dimwits begin shooting into the room, which houses many explosives, as well as dead bodies. The explosives ignite, a massive explosion erupts, and Max is knocked backwards.

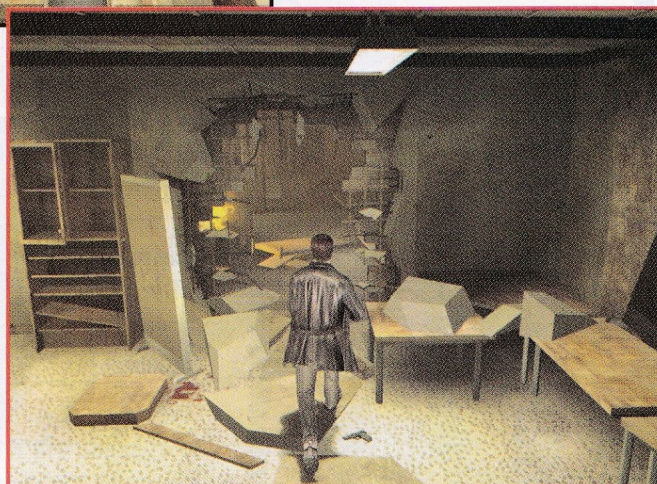
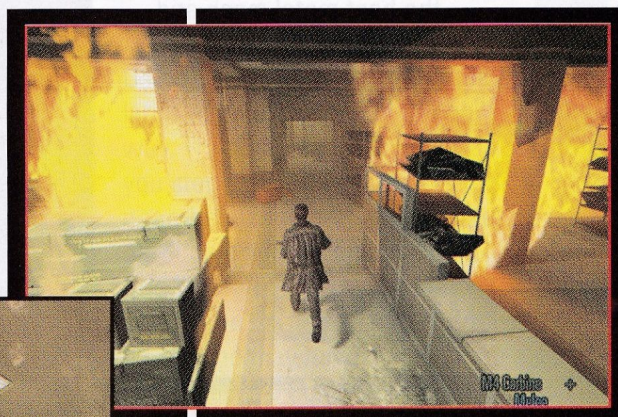
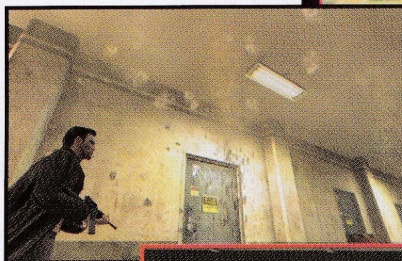
Mona feels the concussion and radios in for an update. Max tells her that the building is blowing up...



## CONDEMNED BUILDING CONTINUED

The morgue is quickly becoming a crematorium. The only exit is the one the three cleaners came through. As you leave, find the red container with the three **Painkillers** inside near the exit. Run into the hallway and follow it around to the large hole. Open the door on the right side, but do not enter the room. Instead, back up and allow the man inside the room to blow himself up by shooting at you while surrounded by explosives.

Enter the room as the smoke clears, take the dead man's **9mm Pistol**, and continue into the next room through the large hole in the wall created by the explosion.



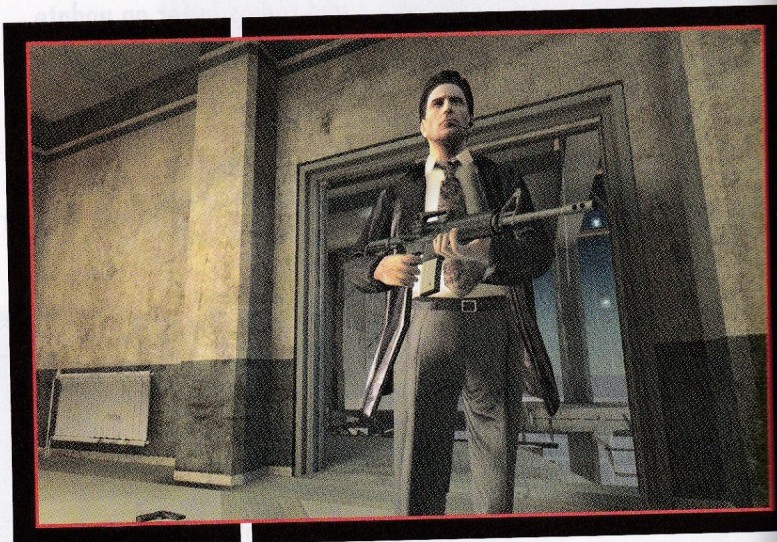


## PART II: A BINARY CHOICE

### DEAD-END ROOM?

There's no exit from this room... yet. Stand near the hole where you entered the room, and either shoot or throw a Grenade at the ammo crates on the table in the corner, near the cracked wall. The explosion rips an even larger hole in the wall and gives you access to the exterior of the building. Stand at the mouth of the hole, and jump at an angle to the beam outside on the left. The beam is narrow, so be careful!

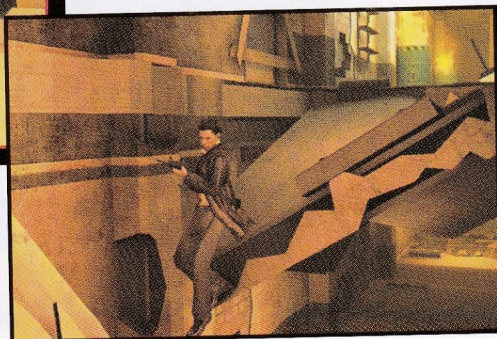
Follow the beams around to the opening that's adjacent to the room you just left. An explosion rocks the next room as you approach, and a man falls dead at the entrance. Walk along the bent metal mesh and enter the room.



### 7TH FLOOR BURNING HALLWAY



Take your time as you head toward the end of the burning hallway. Allow the explosions to occur before getting too close to the explosive barrels and crates. Walk to the end of the hallway and down the descending slopes of broken floor, then drop down to the 6th floor hallway.

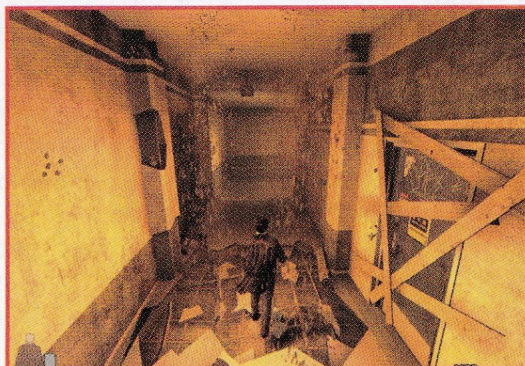




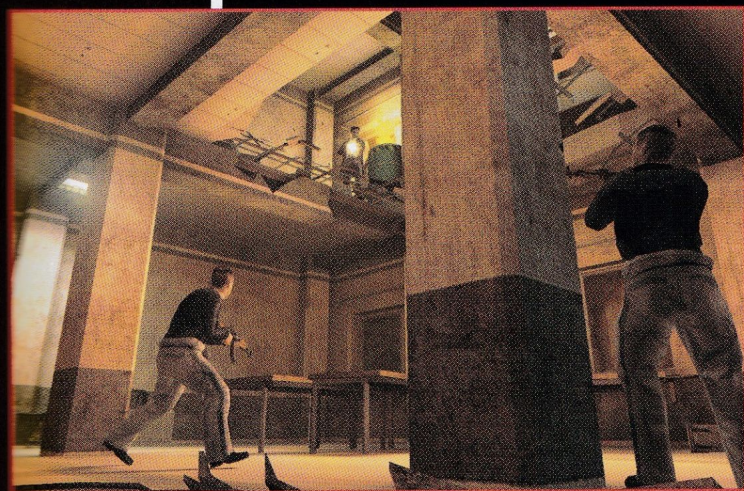
## 6TH AND 5TH FLOOR HALLWAYS

Follow the 6th floor hallway to the gaping hole in the floor. Drop down to the 5th floor hallway, and be prepared to do battle with some die-hard cleaners.

Enter Bullet Time and gun down the two men at the end of the 5th floor hallway. Pick up the dropped **Kalashnikov** and head through the unlocked door. Shoot the cleaner at the end of the hall near the blaze. Use the wooden plank he stood on to jump through the fire, and continue down the hallway and through the double doors at the end.



## 5TH FLOOR OFFICE



Use Bullet Time as you enter the large room at the end of the hallway. Three cleaners open fire as you step inside. Shoot the barrels near the cleaners. Use the center partition as cover, and use Shootdodge tactics to jump from behind the partition and mow down the perps who may have survived the explosion. Grab the container of **Painkillers** behind the partition, then take the **Kalashnikovs** and approach the hole in the floor.

## 4TH & 3RD FLOOR OFFICES

Target the explosive weapon crates and barrels as you circle around the hole to help clear the room below. Jump through the hole in 5th floor office while in Bullet Time, targeting the gunman in the room below. Continue the Bullet Time rampage as you work your way around the room, defeating the remaining cleaners. Take their weapons and jump through the hole in the floor to the office on the 3rd floor.

Exit the room through the double doors. Fire prevents you from venturing down the hallway to the left, so follow the passage to the right. As you round the corner, an explosion of fire likely prevents safe passage back to the 3rd floor office.

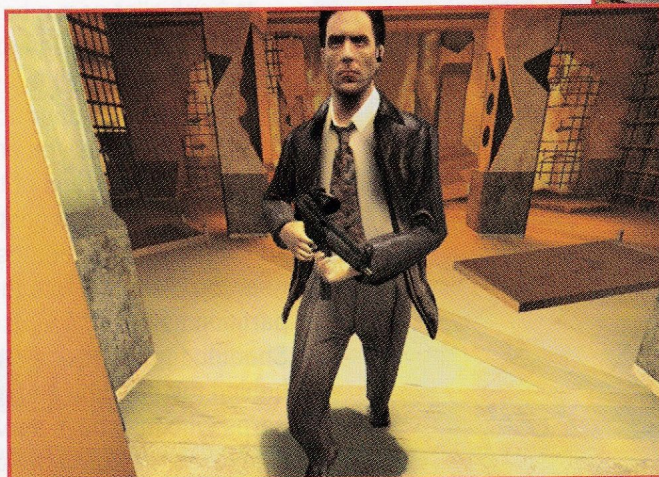
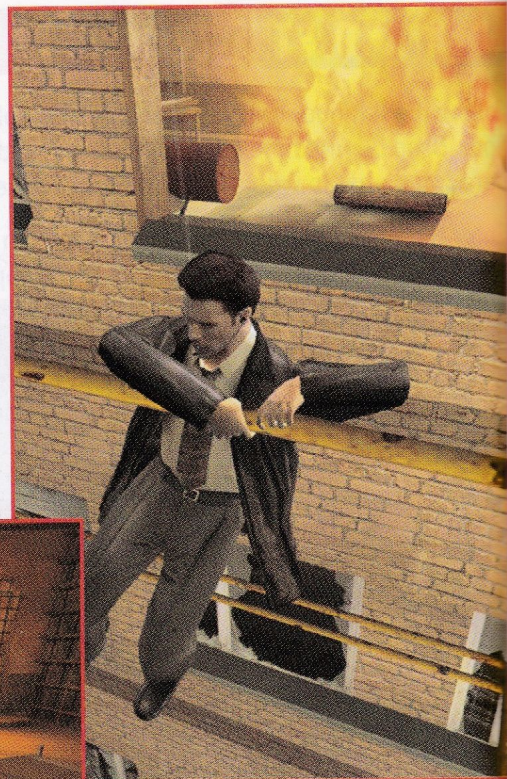




## PART II: A BINARY CHOICE

Enter the hole in the left wall at the end of the hallway. Mona calls on the headset, but Max is too busy to answer. Run and Shootdodge forward through the clearing in the flames to reach the back of the room.

When you enter the next room, a cinematic takes Max through a window, where he performs an amazing acrobatic dive to an exterior scaffold. One final explosion knocks him down to the ground. Scaffolding planks break his fall as he lands on the ground of the construction site. A tumbling board falls straight for Max's head, and all goes black as the chapter comes to a suspenseful end.





# CHAPTER 4

## ROUTING HER SYNAPSES



### MONA'S STORY

Chapter Four jumps back a short time to when Max first infiltrated the condemned building. The first conversation over the headsets is the same, but from Mona's perspective. You now play as Mona, and you discover what she was up to while Max made his way through the building.

## CONSTRUCTION SITE

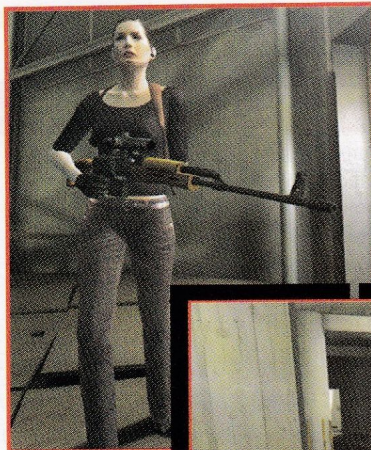
Mona begins her infiltration at the opposite end of the condemned building from where Max entered. Mona's objective: Reach the rooftop. She's armed with a Sniper Rifle, a Desert Eagle, a Pump-Action Shotgun, and an old bullet lodged in her head.





## PART II: A BINARY CHOICE

Enter the hole in the  
on the headset, but  
Shoot/dodge for  
back of the room



At the beginning of this mission, don't move. Use the scope on the Sniper Rifle to aim upward to the 3rd story, and shoot the cleaner near the rail in the back.

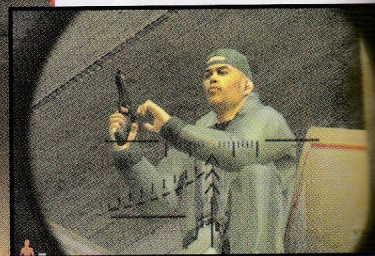
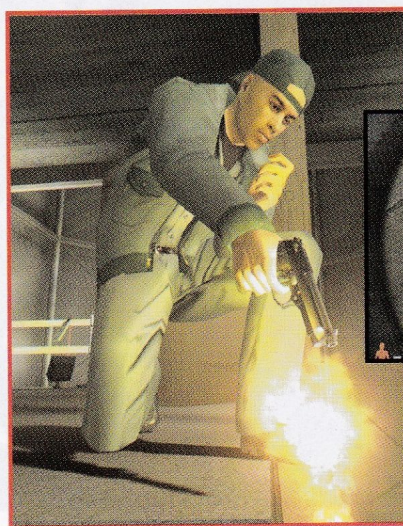
Straight ahead and to the left is a wooden ramp that leads to an open stairwell. As you climb the first set of stairs, a gunman fires down at you from the top of the stairwell.

Enter Bullet Time, find a position on the first landing for a clear shot, and snipe the man before entering the door on the next landing.



### 2ND FLOOR

As you enter the level at the top of the stairs, a gunman fires across the room from a ledge on the next floor. Enter Bullet Time again, zoom in, and snipe the man hiding behind the boxes. Run across the room, and enter the room below the ledge where this gunman was shooting from. Climb the scaffolding planks to the 3rd floor.





## 3RD FLOOR

Before heading up the metal stairs on the scaffolding, stop on the 3rd floor to pick up the **9mm Pistol** from the guy you shot from the floor below. But before you worry about the gun, snipe the man who's shooting at you from the opposite ledge on the same floor level. Use the scope and **Bullet Time** to pop him properly.

Return to the scaffolding. Walk up one more level, cross the 2x4s, and head for the corner. More gunmen enter the room from above and begin to work their way down toward you. This location allows you to pick off the men as they make their way down the scaffolding. You can shoot them in the legs and torso before they even see you. Crouching will give you even a better view of them and makes you a more difficult target. Pick up the **9mm Pistols** from the dead as you make your way up the rest of the scaffolding to the 4th floor.

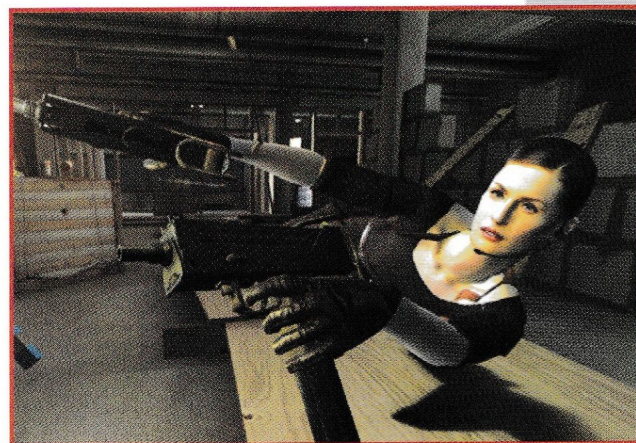
## 4TH FLOOR

As soon as you reach the 4th level, a gunman begins shooting an Ingram at you. He strafes from a stack of crates at the rear of the room to a lift on the right. Enter **Bullet Time** and snipe him on his way, or wait behind cover until he stops on the lift. You could also put the rifle away and use your double 9mm or Desert Eagle. Barge into the room in **Bullet Time** while **Shootdodging** forward to pick him off the lift. Take his **Ingram**, board the lift, press the button, and take a ride down to the 3rd floor ledge.

## 3RD FLOOR SHOOTOUT

The dead man on the floor ahead is the first one you shot at the beginning of the mission. The second man is the guy you pegged earlier from the opposite ledge. Take his **Desert Eagle** and enter the next door with caution.

This area is large and under construction. Some walls are missing, and many rooms can be entered through the unfinished walls. The enormous room is full of bad guys in hiding places. Approach as if you're in a military training simulation. Keep your back to the wall, and progress through the room slowly. Expect enemies around every corner. Use **Bullet Time** and **Shootdodge** tactics. The **Pump-Action Shotgun** is ideal for situations like this. The gunmen use them, as well. Pick up their **Shotguns** every chance you get to keep from running out of ammo. Nab the two **Painkillers** on the stack of boxes in the back of the room.





## PART II: A BINARY CHOICE

In the back-right corner of the room, just before the room under construction, there's a well-lit opening in the wall. Run up the wooden ramps in Bullet Time to enter the corridor behind the wall.

Try to use the Pump-Action Shotgun on the man directly above you first; shoot him from below through the catwalk grating.

Retreat to the previous room for cover while you switch to one of your long-range weapons (MP5, Desert Eagle, or dual 9mms). Often, backing out helps more than you imagine. In this case, the gunmen come out from hiding and advance to the opening in the wall, making them easier targets. Pick up their **Desert Eagles**, **MP5s**, and **Ingram** as you climb to the top of the scaffolding.

### 4TH FLOOR SHOOTOUT

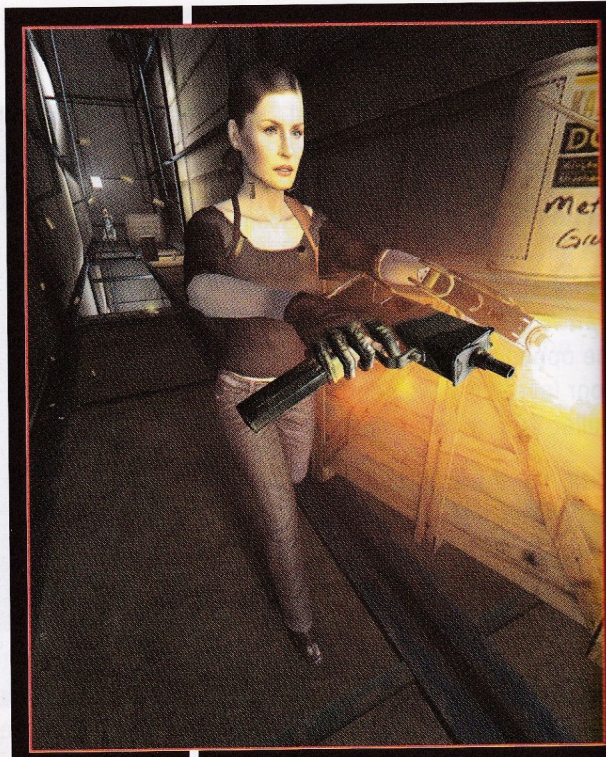
Head through the hole in the wall and enter the 4th floor. This room is a little more finished than the one below it. Brickwork fills the walls, making the rooms more complete.

The first room you enter is clear. The next bricked room holds a cleaner. Lure him out by entering the hallway, and then use a backward Shootdodge to gun him down.

The situation on this floor is similar to the one below, except you have more opportunities to find cover inside finished rooms. You can blow enemies away as they enter the doorways looking for you.

You can also get enough distance from the cleaners to use the Sniper Rifle on them. The enemies in this area use **Kalashnikovs**, **Pump-Action Shotguns**, and **MP5s**—pick them up every chance you get.

Along the edge of the room where you discovered the three commandos with Pump-Action Shotguns, there's a red medical container containing three **Painkillers**. Find the unlocked door in the same general area, then head into the next room.





## HIDDEN WEAPON ROOM

This room has no enemies. Walk around the unfinished walls with plastic sheeting to the opposite side of the room. When you approach the stack of crates, Max radios in. He's just found the armory.

If you jump up onto the stack of crates, you can walk along the network of narrow catwalks where the ceiling should be. Follow the center catwalk (it looks like a ladder) to the back of the room, and then follow the wider catwalks to the opposite corner. Here you find a **Desert Eagle** and **Painkillers**. Jump back down to the room below, and find the next door on the side of the room with the stack of crates.

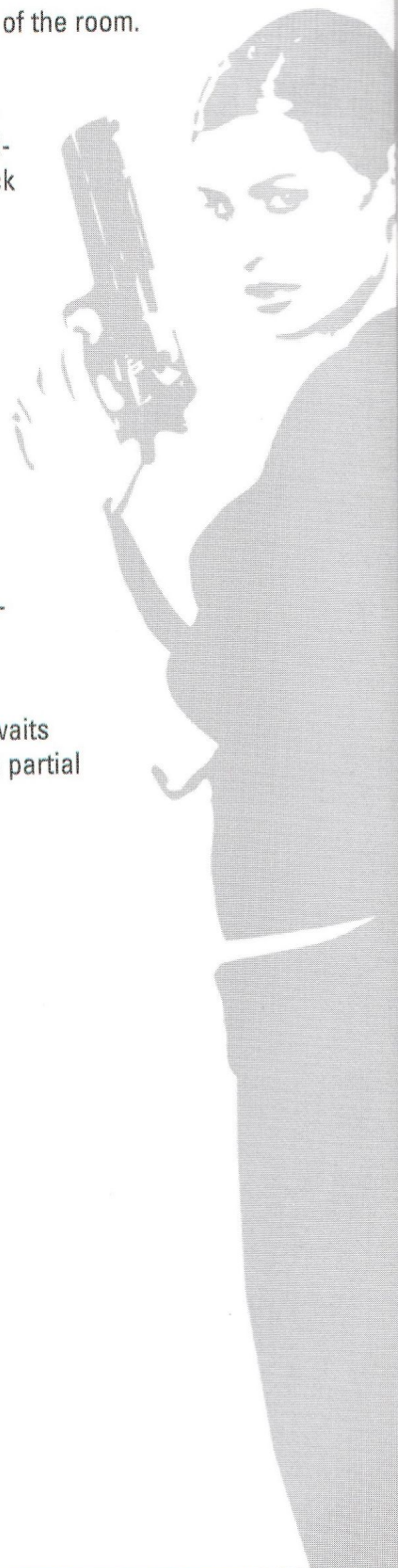
## 4TH FLOOR WAR ZONE, ROOM 2

Run through the doorway in Bullet Time, and make your way to the left side of the room. Mow down the three unsuspecting cleaners using the MP5.

As you enter the area where they were standing, you hear more guards near the center of the room. Continue to the back-left corner of the room, and use the large plastic-wrapped pallet of boxes as cover. Shoot the three cleaners inside the brick room to the right. A very bright construction light illuminates the hole in the wall you need to shoot through.

Remain behind the pallet until the man who's between the rooms to the right seeks you out. Use a sideways Shootdodge shot to blow him away as he comes from behind cover. Pick up the weapons lying around—**9mm Pistols** and **Desert Eagles**.

Cautiously make your way through the well-lit hole in the brick wall. One final cleaner with a shotgun waits beyond the small room. Head to the small brick room to reach the opposite side. To the right, you see a partial brick wall surrounding a hole in the floor. Jump down to the room below to end the chapter.





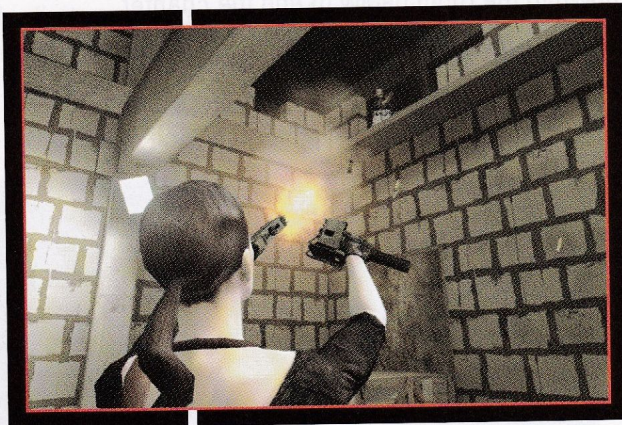
**CHAPTER**  
**5**

**OUT OF THE WINDOW**

As Mona returns to the 3rd floor through the hole, Max contacts her on the headset. He's found the makeshift morgue and asks Mona to call the cops. She says he's crazy and tells him to go to hell...



**CONSTRUCTION SITE CONTINUED**



The room where you begin contains a **Desert Eagle**, two **MP5** magazines, and an **MP5** on a sheet of plywood. Take them, and be prepared to blow away a gunman who drops into the room from above—just as you did. Gun him down and exit the room.

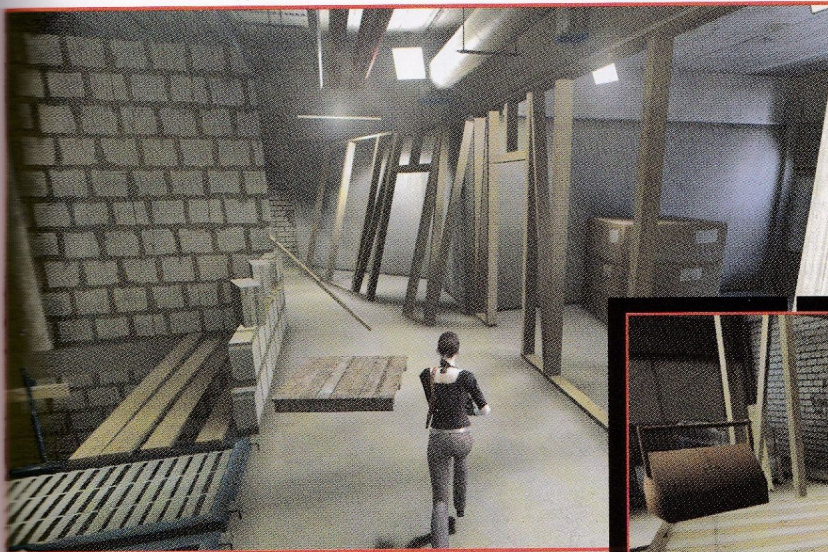
Head to the right, following the main aisle, to the next room. Just past the incomplete brick wall next to a large drop (a crude partial bridge spans the gap), Mona radios Max after hearing a huge explosion.



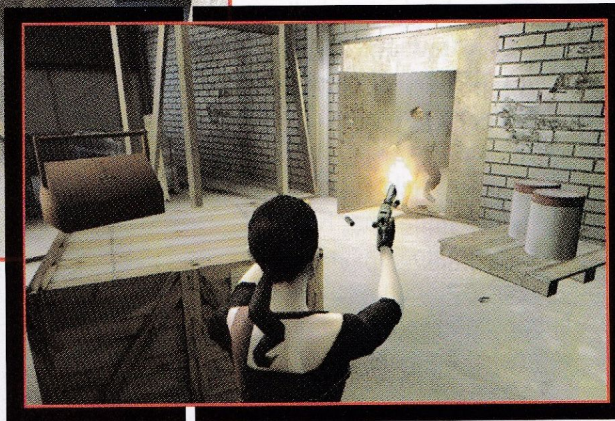
**PAINKILLER JUMP**

Jump from the end of the wooden planks to reach the metal catwalk on the other side of the gap. The room beyond the gap contains a red container with three **Painkillers**.



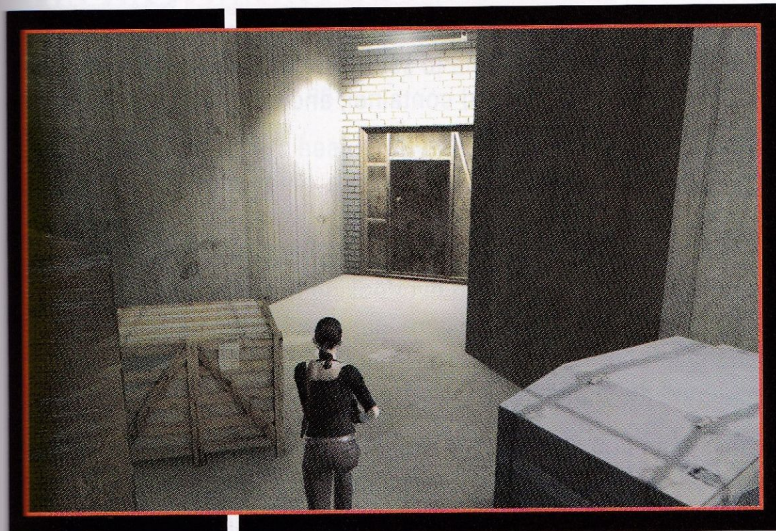


Continue to the very back of the room to find a red medical container that holds three **Painkillers**. A Kalashnikov gunman barges through the door along the back wall and opens fire. Take him down and grab his weapon. The area beyond the door he came through is your next destination.



## 3RD FLOOR BUILDING EXTERIOR

Select the MP5 and head through the door in Bullet Time. The next area is a large exterior platform. Gunmen begin shooting from the floor level and the scaffolding above. Use Shootdodge with Bullet Time, and remain on the floor to empty your weapon. Make sure to eliminate the immediate threat—which is mostly from above.



Climb the scaffolding to reach the upper level. Defeat any leftover gunmen, and take their **Painkillers** and **Kalashnikovs**.

Return to the floor below and enter the next door. Mona asks Max how he's doing, but there's no reply. Run through the incomplete rooms along the left side to reach another door. Push through the door. Mona finds herself on an exterior ledge, watching Max escape the exploding building and plummet to the ground through the scaffolding.

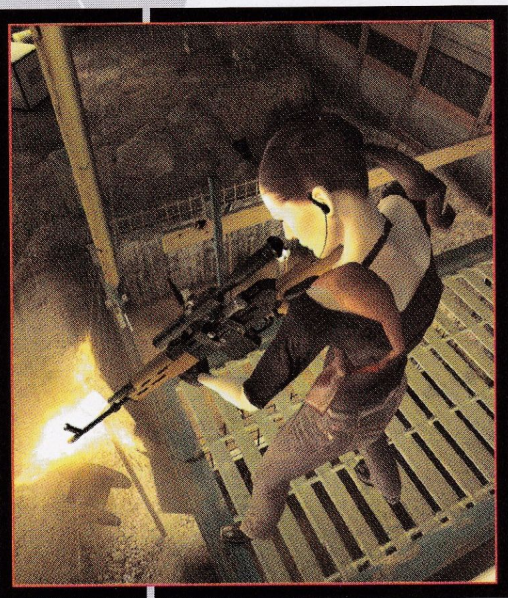


# PART II: A BINARY CHOICE

## DEFENDING MAX

Max is pinned to the ground by a large board. There's now a Max Payne Pain Bar in the bottom-left corner of the screen, next to your own Pain Bar. Three men on the ground are rushing toward Max, and a single gunman barges through the door on your ledge.

Gun down the man entering your ledge to begin the challenge. Approach the edge of the ledge and enter Bullet Time. Gun down the advancing men on the ground with the Kalashnikov, or better yet, use the Sniper Rifle and scope to conserve ammo. At this distance, you'll have to shoot slightly ahead of the moving targets to hit them.



As soon as you've defeated the three advancing gunmen on the ground, Max lifts the board that holds him down and moves forward into the construction site. Loads of **Dragunov Ammo** and **MP5 Ammo** can be found in the two red containers on your ledge (the Dragunov is your Sniper Rifle). Take the ammo and head through the door that the gunman opened earlier.

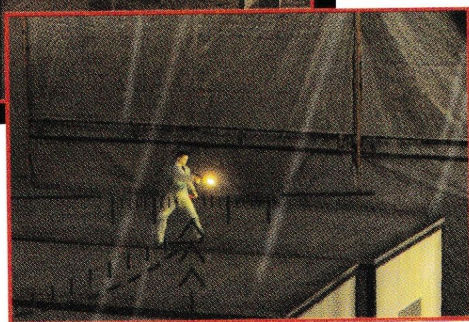
Use Bullet Time to defeat the single gunman who crouches behind the medical container. Deactivate Bullet Time to save it for the next task. Take the three **Painkillers** from inside the red container, and then walk out to the end of the ledge. This is your next vantage point.

## VANTAGE POINT 2

The quicker you make it to the perch overlooking the construction yard below, the less health Max loses. Several gunmen file out of the construction office in the left corner of the yard. They pour out of the top floor and come from around the right side on the ground level.

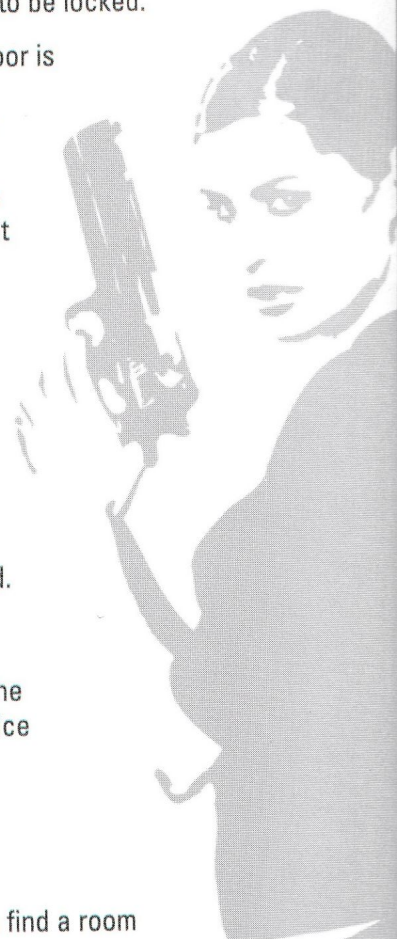
Eliminate these men first by using the Sniper Rifle, its scope, and Bullet Time. When there's a lull, exit the scope mode and scan the yard for the few men that run around the back-center area. These guys are all firing on Max, and hardly any shots are fired your way.





Do *not* shoot Max; he warns you about this if you hit him. He's making his way toward a door in the far-right corner, which turns out to be locked.

After he radios to you that the door is locked, continue to eliminate all the men in the yard that you can see from your vantage point. While you're out of sniper scope mode, look for the flashes of light to quickly identify hot spots. Enemies even appear on the rooftop of the construction company's office. When all is clear, Max radios and asks for cover as he makes it toward the next door across the yard.



A short cinematic plays. Mona says she has to backtrack through the building to get a better view of the new gunmen behind the office. When control returns to you, shoot the single gunman between the office and trailer that you can see, then you must relocate.

## FINDING VANTAGE POINT 3

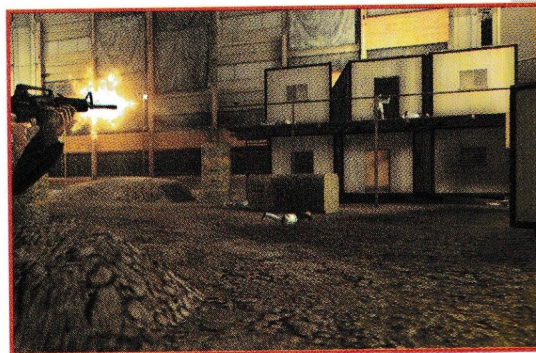
As you rush back toward the interior of the building, Max thinks to himself... He hopes that Mona can find a room with a view of the yard in time.

Don't worry about Max's health from this point until you find the next vantage point; he won't take damage. Run back through the previous room, through the exterior platform, and into the third room. Head for the left side of the room and use Bullet Time, a Shotgun, and Shootdodging to defeat the pair of commandos behind the white brick wall. Pick up their dropped **Kalashnikovs**, and turn around to find the room with a view just across the aisle.

## VANTAGE POINT 3

Run up the wooden ramp to the exterior catwalk. Select the Sniper Rifle and zoom in on the gunman behind the construction office. Plug him in the head. Mona tells Max that the route is clear. He asks for more cover as he moves.

Nail the man on top of the trailer, and the other one exiting the top floor of the construction office. Max calls to Mona and says he's pinned down again. Mona says she'll circle around to the scaffolding on the other side of the yard.





## FINDING VANTAGE POINT 4

Turn around and head back through the room behind you. In the next large room, stay to the left as much as you can to find the hallway that leads to the exit. Use Bullet Time and the Kalashnikov as you run through the hallway, mowing down the two gunmen.

There's an explosion, and the door is blown off its hinges. More gunmen appear through the doorway. Continue advancing, and shoot right through them as they crowd around the entryway.

Take the **Painkillers** from the red container just inside the next room. Enter Bullet Time again as you infiltrate the room. Shoot the gunmen around the left corner and take their **Kalashnikovs**.

Open the door at the end of the L-shaped room, and you enter the room where the next vantage point is located. Shoot the man firing at you from the room in the back, then use Shootdodge to pick off the guy on the scaffolding platform outside. Enter Bullet Time as you walk out onto the scaffolding, and aim up and to the right to plug the next enemy on the top level of the same scaffolding.

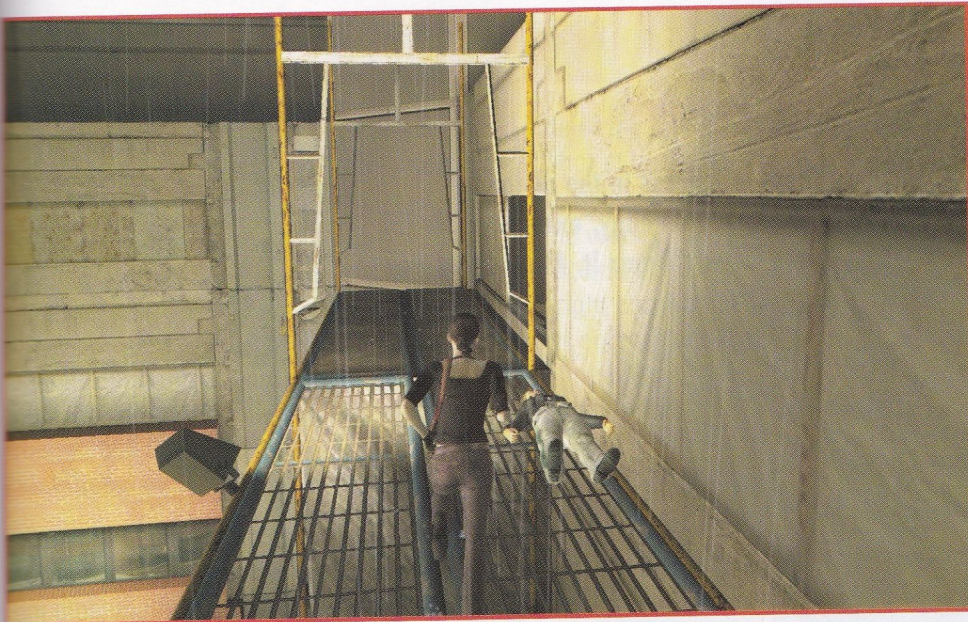
## VANTAGE POINT 4

Mona radios Max and informs him that she's in position. These dead men on the scaffolding were the ones pinning Max down.

Head to the top of the scaffolding, and Max tells you that he's heading for a gateway to another yard. He's going to try to make it past the last sniper. Mona must now make her way through the building to meet him.







## FINDING MAX

At the top of the scaffolding (Vantage Point 4), turn and head into the building through the empty window. The room beyond has no enemies. Find the hole in the floor in the back of the room. Mona tells Max that she's found a way. Jump down into the hole and the chapter ends.

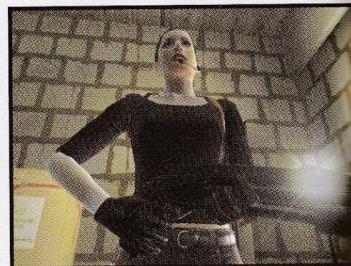




**CHAPTER**  
**6**

**THE GENIUS OF THE HOLE**

There are sirens in the distance. Everyone gets edgy, except for Max. Mona says, "Damn it, Max, I told you no cops!"

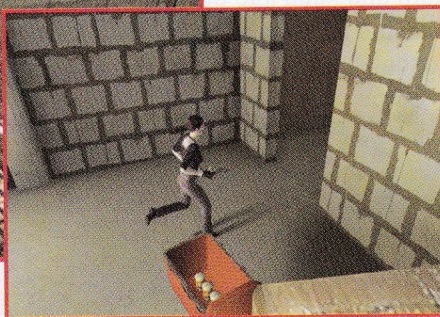


**CONSTRUCTION SITE CONTINUED**

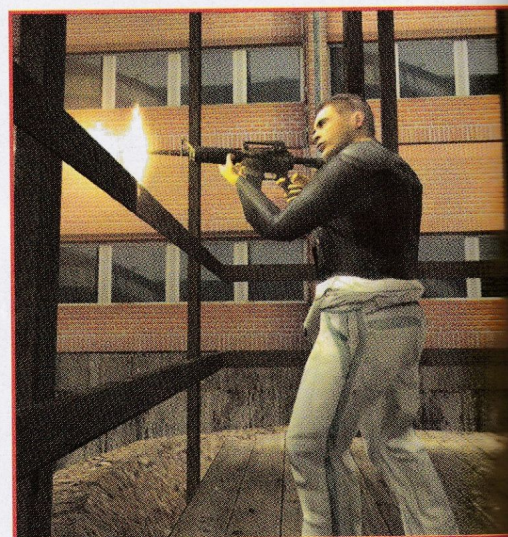


Begin the chapter by shooting the man in front of you as he faces the construction yard. Take the three **Painkillers** from the container near your feet.

Enter Bullet Time as you run out onto the metal ledge overlooking the yard. Shoot the gunmen on the construction office's walkway below and to the right. Max suggests you aim for the gas canisters behind the men, but by the time the deadly explosion occurs, you could easily gun them all down. If you need Sniper Ammo, use the four magazines of **Dragunov Ammo** at the top of the ramp beside you.



Continue to blow the gunmen away as they appear on the lower walkway of the construction office structure. Max heads for another door in the back-right corner of the yard. When he reaches the door, he says it's locked and that there's one more on the other side of the yard. However, he needs cover. Mona agrees and tells him she'll radio him when she's in position.



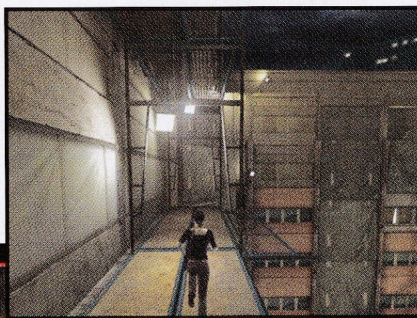


## FINDING VANTAGE POINT 2

You can see the flashing of a gun on the blind side of the construction office below. You must find a vantage point elsewhere in the building that gives you a clear shot at this gunman.

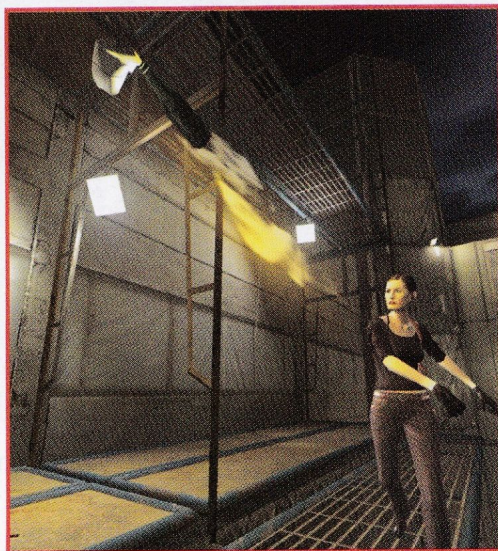
Head back through the large room behind you, and work your way to the right. Stick to the right side of the room, and shoot the commandos at the wooden door in the back-right corner. As soon as these men are defeated, more of them enter the room through the door. Open up on them as they line up to enter the room. Head through the door while picking up their dropped **M4 Carbines** and **Painkillers**.

Follow the L-shaped ledge around the gap to the next door. As you enter the next room, Max says they hit just about everything but him down there. Enter the unfinished room to your immediate right, and find the three **Molotov Cocktails** in the crate on the floor. Enter the corridor alongside this room through the opening in the wall.



## VANTAGE POINT 2

Head down the corridor. Suddenly, the yard comes into view on the right. Step up to the ledge, and use the Sniper Rifle and scope to take aim at the commando on the construction office walkway that's below and to the right.



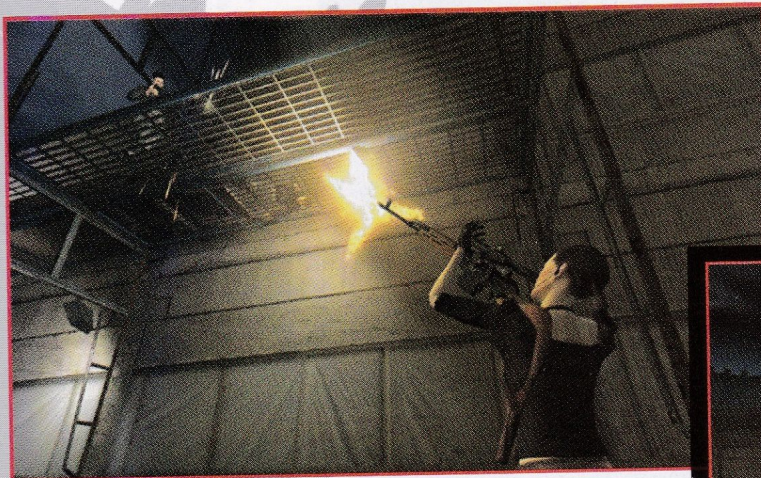


## PART II: A BINARY CHOICE

As soon as you waste the sniper, Mona gives Max the word to sprint across the yard. Four more gunmen emerge directly below you and begin shooting at Max. Go to the metal scaffolding that juts off the ledge farther down the corridor for a better view of these guys. Drop Molotov Cocktails on them to begin your assault before you can actually see them. Once they enter your view, continue to douse them with burning gasoline, or switch to a rifle and begin picking them off.

When Max reaches the door, below and to the left of your position, he says it's locked. No big surprise there! He says there's yet another gate out of the yard. Mona tells him that she'll meet him on the other side. After they begin to talk about the funhouse, communications are disrupted. You must now find Max.

### GOING UP



Remain in the corridor or the catwalk ledge until two enemies from above run out to greet you with guns blasting. They drop a ramp that allows you to reach the top of the scaffolding. Defeat them and take their **M4 Carbines**.

Enter the top floor of the building through the broken window. If you visit the room to the far-left with another window ledge view



of the previous yard, a pair of gunmen enter the room behind you. To avoid this, don't go there.

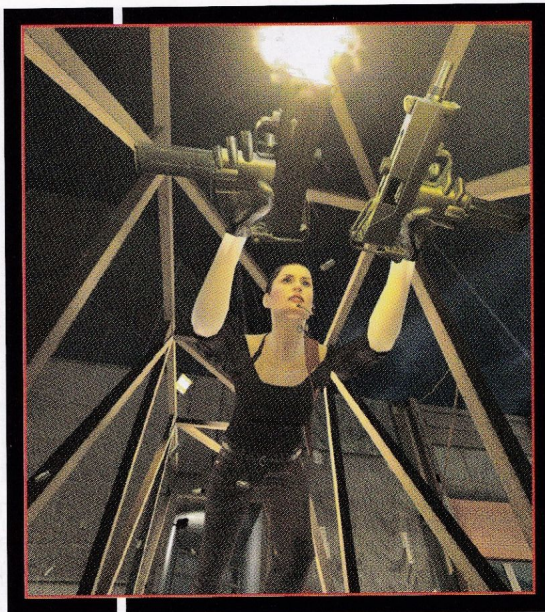
The objective is to reach the back of the room and find the door to the elevator shaft. As you approach the door, a commando runs into the room. Shoot him and take his **Grenade** and **MP5**.



## ELEVATOR SHAFT

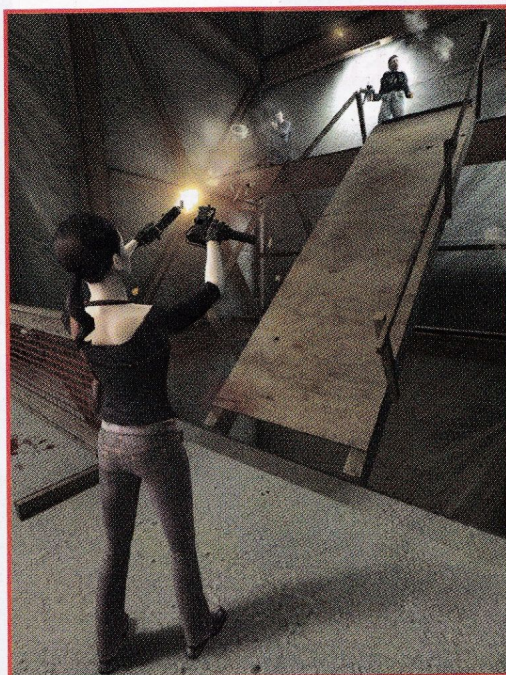
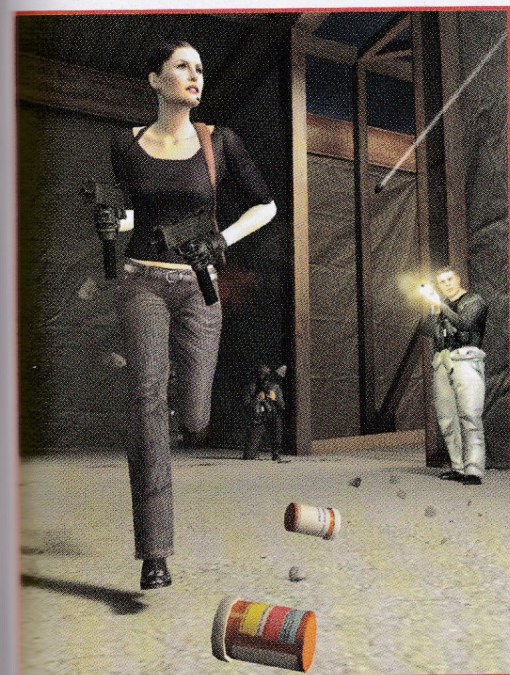
As soon as you enter the elevator shaft, you see a commando climbing up the shaft to your floor. Gun him down before he gets all the way up. Look into the shaft and blow away the second gunman. A cool cinematic shot shows him falling down the elevator shaft.

Carefully drop to the two boards jutting out of the shaft below you. Drop from these boards down to the platform the second gunman was standing on. Turn toward the direction you just jumped from to find a doorway to the next floor.



## 4TH FLOOR

Run through the next hallway and across the wooden bridge. Shoot the crouching commando in the room across the bridge. Enter Bullet Time and Shootdodge forward into the next building, taking aim at the gunmen to the distant left. Continue to move and Shootdodge as you round the corner, then nail the two remaining gunmen in the room. Find the **Painkillers** in the red container and on one of the bodies of the dead, and pick up all the dropped **MP5s**.



Head to the metal scaffolding on the right side of the room. Enter Bullet Time as you work your way down the scaffolding, taking out commandos along the way.



## PART II: A BINARY CHOICE

### 3RD FLOOR

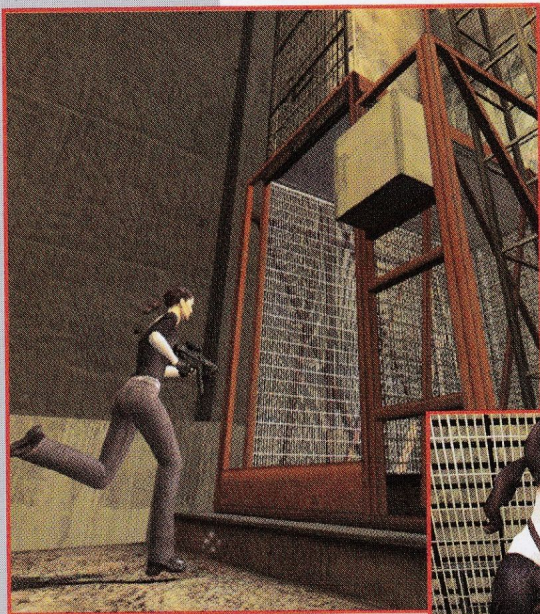
Follow the scaffolding down to the 3rd floor, and expect gunmen as you enter the large room to the left. Aim for the gas canister as you take cover behind the large crate. Pick up their relinquished **MP5s**, and head down the scaffolding ramp at the opposite end of the room to reach the 2nd floor.

### 2ND FLOOR

Enter Bullet Time as you dive forward with Shootdodge, mowing down the occupants of the 2nd floor room. There are two men on the floor, as well as a pair of commandos on a scaffold in the back of the room (they stand dangerously close to a gas canister). Find the three **Painkillers** on the crate with the light in the far-right corner.

Take the **MP5s**, and be prepared to gun down a couple of men working their way up the stairwell near the scaffolding. Take the stairs down to the next floor.

### 1ST FLOOR: CONSTRUCTION YARD ACCESS

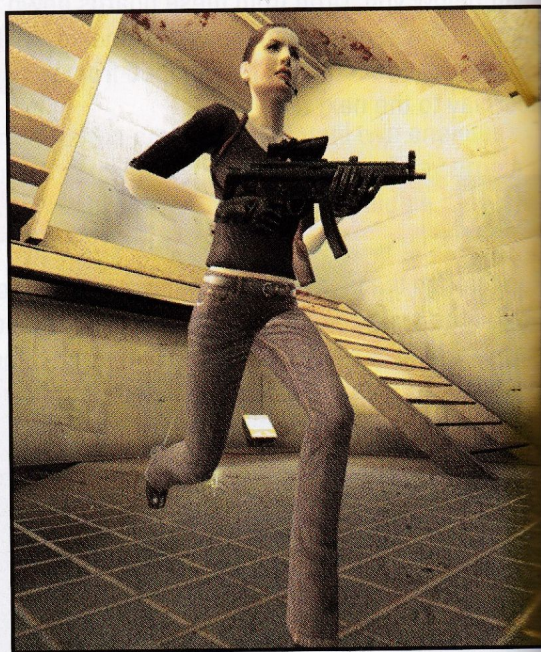


Grab the three **Dragunovs** at the base of the stairs. Enter Bullet Time and mow down the commandos who greet you at the exit.

Your next objective is to defeat the two gunmen high up on the scaffolding as you enter the construction yard. If you're out of Bullet Time, use the nearby columns for cover. Dive out from behind the columns using Shootdodge, and nail the men with an MP5 or a Kalashnikov.

Head around to the back-left corner of the yard to break up a conversation between two unsuspecting commandos behind a trailer.

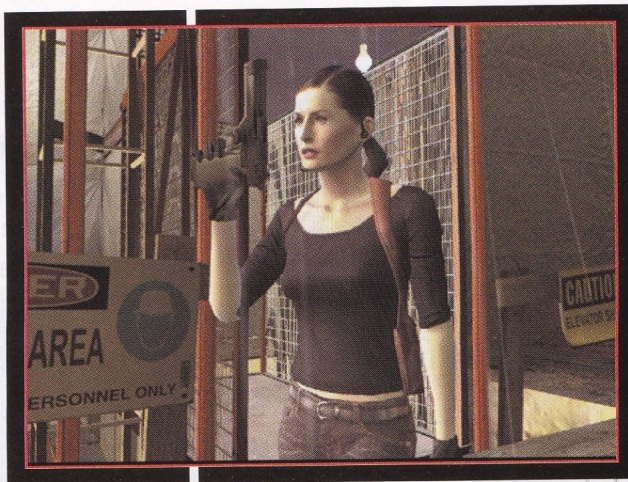
Just beyond the trailer is a red lift cage. Enter the cage and press the lift button to end this chapter, and Part II of the story.





## THE FALL OF MAX PAYNE

Mona rides the lift to the top of the pit, but it's not Max she finds above; it's Winterson. Winterson came to take Mona into custody.

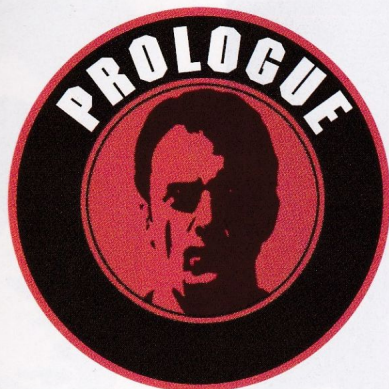


Max stands between the ladies and tries to defuse the situation. Mona accuses Winterson of being one of *them* and believes that she is there to kill her. Mona reaches for her gun, causing Winterson to react with the same (but quicker) motion. Just before Winterson pulls the trigger, Max guns down Winterson. As Mona flees, Winterson puts two bullets in Max before she dies. Max collapses into a deep ravine.





# PART III: WAKING UP FROM THE AMERICAN DREAM



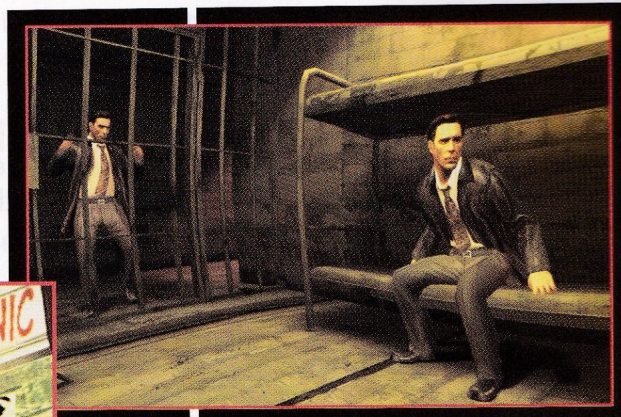
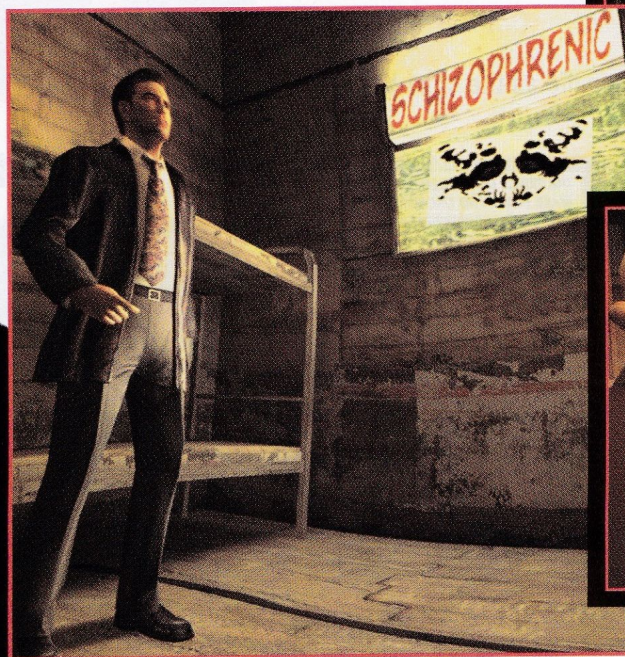
Max is losing the battle for his life in the hospital, while dreaming that he murdered his wife for his lover. He rises from his hospital bed in the ICU and thinks he sees Mona in the doorway. He stumbles to his feet to follow her voice as she disappears down the hallway...





## [MAX'S 2ND NIGHTMARE]

The Prologue begins much like the first mission in the game. However, this is another dream sequence, and the room moves and blurs like you're on heavy pain medication. The objective is just to get from Point A to Point B. There are no weapons or items to collect.



## CHASING MONA

Exit the recovery room and run down the L-shaped hallway until the floor turns blood red. Take a right at the end of the hallway, and you pass through a short hallway that looks like it belongs in the Funhouse. At the end of this short hall, Max suddenly appears inside a cell with Mona standing nearby. Max is a prisoner inside his own guilt.

When you regain control, you're standing outside of the cells in the Police Station Lockup. Inside each cell is an alternate Max, each with a story to tell.

Head to the exit at the end of the cells, and you find yourself back at the Funhouse. Reach the shower at the end of the room, and you suddenly find yourself back in the Lockup. Escape the cell and run through the burning rubble to the guardroom.

The television on the corner table plays back the events of Winterson's murder, just in case Max had forgotten what he had done.



# PART III: WAKING UP FROM THE AMERICAN DREAM

Exit the guardroom and head up the stairs to Max's office. Just before you reach the office, you see Bravura lying in a pool of blood, calling to Max, begging him to solve the case.

The Police Station is not the same in the dream as it is in reality. Continue up another flight of stairs and go through the hallway to find the offices at the end. Head to Max's office in the back corner, and you find Winterson and Mona pointing guns at each other. Then they turn the guns on you and fire multiple rounds. The Prologue ends.

## [THE MANOR, NOW]

Max is contemplating whether or not to save his own life as the cops begin to storm the Manor.



## [THE HOSPITAL, EARLIER TONIGHT]

Max has woken up from his lifesaving surgery and is standing at the body of Winterson in the Morgue. He pops a Painkiller to push away the physical pain, while hoping it will also ease the mental anguish.



# CHAPTER 1

## TOO STUBBORN TO DIE

The cleaners have followed Max to the hospital, and they've spotted him inside the Morgue. They aim to end it all right here, right now...

### [HOSPITAL CONTINUED]



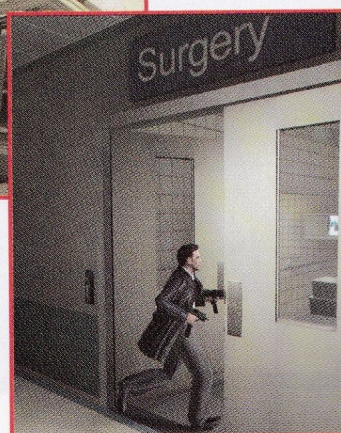
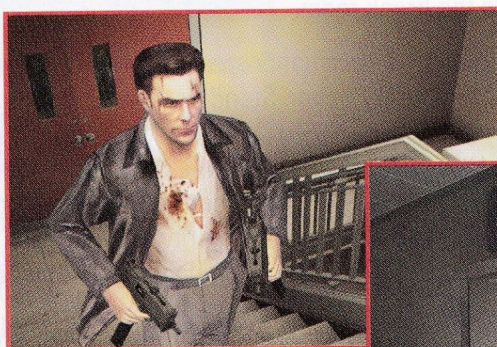
You begin the mission unarmed, with the same amount of health you had the last time you played as Max. A cleaner is banging on the door and warning you that there's no way out.

Turn around and take the four bottles of **Painkillers** from the open cabinet on the wall behind you. Take enough of the medication to restore Max to full health.

The commando is telling you to open the door. Oblige him and push through the door. The force of the swinging door knocks the commando to the ground.

### 3RD FLOOR

Run to the left, go through the double red doors, and climb the stairs to the 3rd floor waiting room. Move quickly; the commando gets back on his feet and is hot on your trail. Run to the end of the hallway and head through the second door on the left to enter the OR. Push through the double doors to the right, turn left in the hallway, and continue through the next set of double doors to the Recovery Room.





# PART III:

## WAKING UP FROM THE AMERICAN DREAM

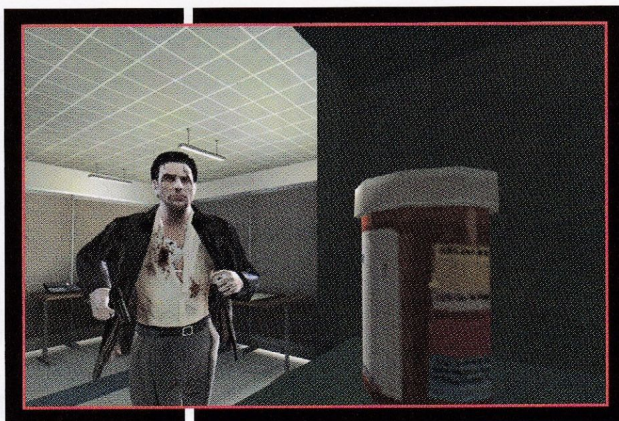
### RECOVERY ROOM AND OFFICE

In the Recovery Room, stay to the left, and run through the open door on the left to enter the office. Run to the back of the office, and find the **Painkillers** on the desk in the back-right corner. Cleaners enter the room, as does a security guard. A confrontation erupts between the guard and the cleaners. The security guard is shot dead.

Run around the cubicles to avoid the advancing cleaners. Use Bullet Time and Shootdodge jumps to avoid the gunfire, or at least take less damage from the bullets that hit. Make your way back to the entrance of the office to collect the security guard's **9mm Pistol**. You only have 15 rounds, so don't shoot recklessly.

Continue to use Bullet Time, and shoot the two cleaners using Shootdodging maneuvers, then take their **MP5** and **9mm Pistol**.

Now that the situation is under control, you can find more **Painkillers** in the tall cabinet in the back of the room. Still more **Painkillers** can be found in the cabinet near the entrance. Exit the office and head through the closest door on the opposite side of the hallway.

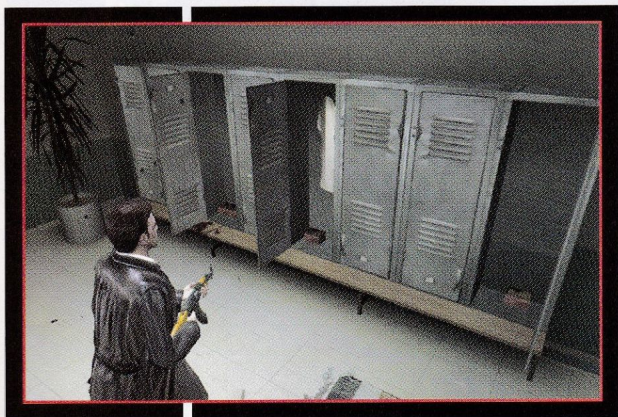


### DISPATCH OPERATORS' ROOM

Walk along the top of the radio dispatch desk to collect the **Painkillers**, **Pump-Action Shotgun**, and **9mm Pistol**. The door past the lockers is thrown open, and cleaners begin to attack from inside the break room.

Activate Bullet Time and open up on the five commandos without entering the room. Stay in the dispatch room for temporary cover. Stand beside the doorway and blast anyone who leaves the break room. When you've defeated the majority of them, rush in there and finish off the survivors, then loot their **Kalashnikovs** and **9mm Pistols**.

Check all the lockers in the back of the room to find a few cases of **Shotgun Ammo**. Return to the dispatch room, find **MP5 Ammo** in the lockers closest to the break room door, and then return to the break room. Push through the door in the back corner.





## 3RD FLOOR HALLWAY

Head to the end of the hallway and turn left down the next one. You hear voices in the room ahead; they're talking about you. Enter Bullet Time, sweep across the open doorway, and rivet the occupants inside the pharmacy using the Kalashnikov or MP5.

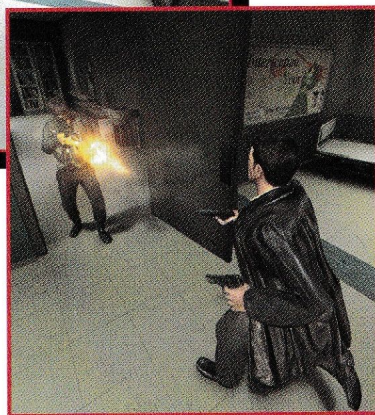
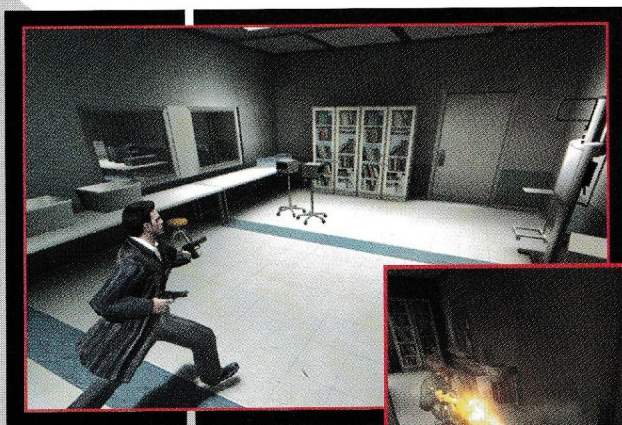
## 3RD FLOOR PHARMACY AND GYM

Take the four **Painkillers** from the cabinet in the back of the room near the open doorway. Head through the examination room and back

out into the previous hallway. You hear more cleaners, so back up into the examination room for cover. Pick off the four commandos as they group together to enter the room. Pick up their dropped **MP5s** and **Painkillers** as you turn right into the hallway.

You spot another commando further down the hall. Hunt him down! He runs into the gym for cover. When you finish him off, another commando enters the hallway through the door facing the gym. Pick up the **MP5s** and **Ingram** in the room the last commando fled.

Continue through the next room, searching the tall green cabinets. You find a bottle of **Painkillers**. Continue through the room and enter the elevator lobby.



## 3RD FLOOR ELEVATOR LOBBY

Head to the side of the lobby with the blaring TV. Find the exit, the green door next to the red door, but don't just barge through. There's a crowd of commandos in the stairwell beyond the door.

Enter Bullet Time, tap the door to open it, and then back up. Start shooting and moving from side to side to target as many of the commandos as you can.

Two commandos make their way upstairs and stand to the right of the door, while five remain on the lower landing. A couple of them may be brave enough to enter the lobby, but this only makes them easier targets. Once you've eliminated them all, pick up the **MP5s** and head down the stairs to the garage.



# PART III:

## WAKING UP FROM THE AMERICAN DREAM

### GARAGE SHOOTOUT

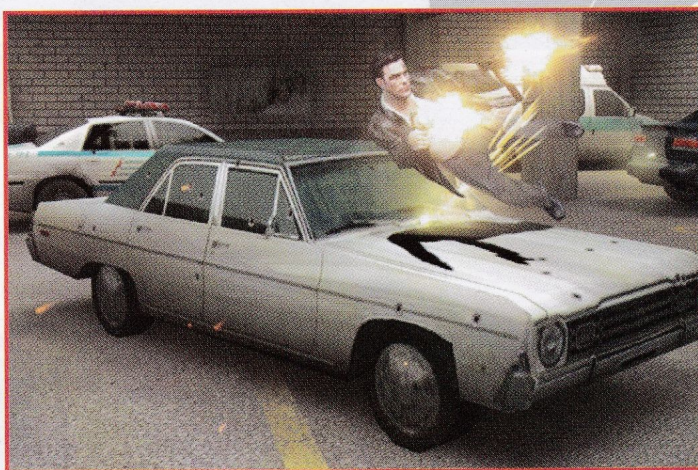
The first man you see when you enter the garage is a security guard. He won't be much help because he immediately gets shot down in a hail of bullets.

There are four commandos gathered around a black van at the other end of the garage.

Work your way around or over the cars to get them in your sights. Use the cars as temporary cover, and use Bullet Time and Shootdodging, naturally. As you get closer, another commando exits the room to the left of the van.



As you approach the back of the ramp behind the van, a cinematic takes you to the end of the chapter as long as all enemies have been defeated. Try to acquire the two **Kalashnikovs** from inside the van without triggering the ending cut-scene.





## ALONE AGAIN

Max realizes that he must get to the bottom of things on his own. He begins by trying to track down Mona, but he's not successful. He decides to drive out of the city in the direction Mona mentioned. He drives to Alfred Woden's manor, where he meets Woden at the front door and is invited inside.

Max questions Woden about Mona, but Woden dodges the question. Max then asks why the Inner Circle is trying to kill him. Woden reveals that he's dying, and power has begun to slip away from him. A rebellion has occurred, and a renegade faction led by Vladimir Lem has pushed the society into a civil war. The cleaning company commandos are Vlad's men. Vinnie Gognitti is the next on the hit list, and Woden is next in line for execution.





# PART III: WAKING UP FROM THE AMERICAN DREAM

## CHAPTER 2

### ON A CRASH COURSE

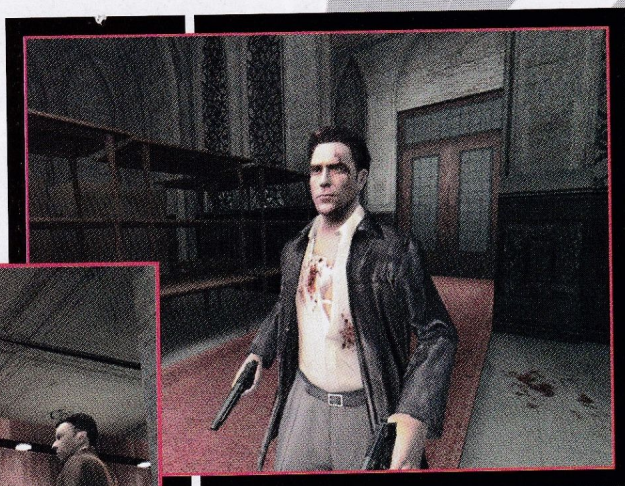
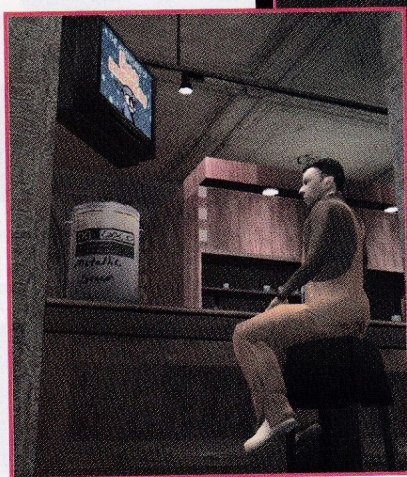
Max leaves Woden at the door of his panic room and heads back to the Vodka to see Vlad. On the way, Max realizes that by helping Vlad and covering up his messes, he's signed his own death warrant.



### RETURN TO VLAD'S RESTAURANT

You begin the mission in the foyer of the Vodka. Take a look at your health. It's in the same condition you left it in when you finished the last mission. If your health is low and you can do something about it, do so now.

Use the sight on the MP5 to blast the cleaner two rooms away without moving from the foyer. Go for a head shot. Three more guards retaliate, one from the left and another two from the right of the downed cleaner. Remain focused on the MP5 sight, and activate Bullet Time to dispatch these gunmen. You hear an alert over the PA, and a man in a jumpsuit enters the back of the room through the double doors. Blast him in a similar fashion.



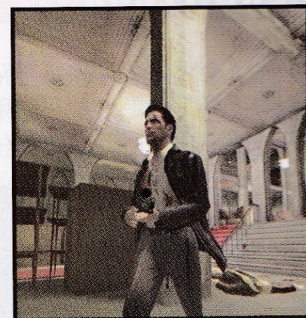


## 1ST FLOOR ARMORY

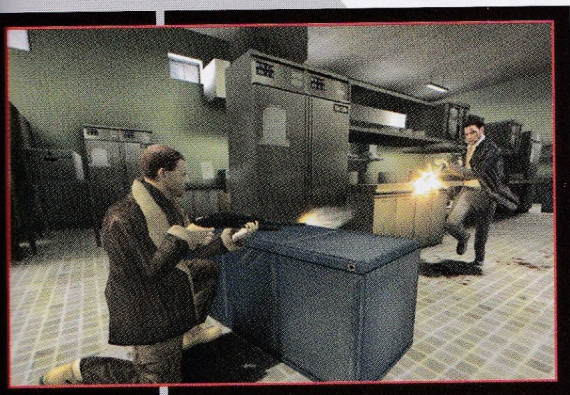
Before heading up the carpeted stairs, move to the right side of the room and find the door that leads to a small armory. You can find **M4 Carbines**, **Strikers** and **Striker Ammo**, as well as **Painkillers**. If you push through the back door of the armory room, cleaners burst into the next room through a door directly in front of you. To avoid this, head back to the main room and move toward this door from the side.

## THE BAR

Head up the carpeted stairs in the entry room and take the **9mm Pistols** from the fallen cleaners. Find the **Painkillers** on the cardboard box in front of the bar. Head to the back-right corner of the room, and enter Bullet Time as you push through the double doors into the kitchen.



## KITCHEN BATTLE

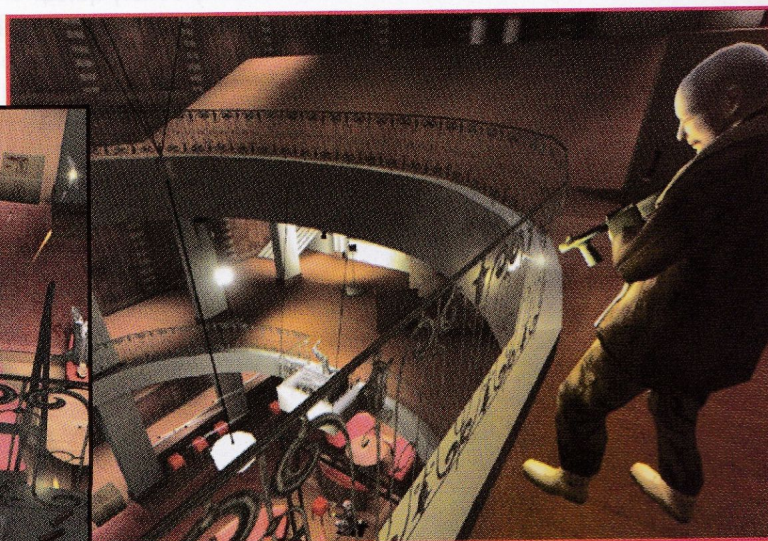
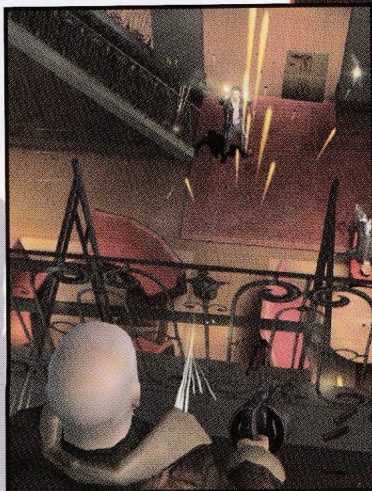


Blast the men closest to the door, and then use the center counter for cover as you maneuver around to kill the man in the back of the room. The enemies in the kitchen are holding a **9mm Pistol**, an **Ingram**, and a **Pump-Action Shotgun**. Find the cabinet along the back wall and take the four **Painkillers** from it.

Go through the dark brown door along the left wall. Make sure your health is in tip-top shape before entering the next room.

## MULTISTORY DINING AREA

Inside the dining area are three men on the floor with a Sawed-Off Shotgun, a Kalashnikov, and a Desert Eagle, as well as a man up on the top floor with a Striker. As soon as you enter the room, run to the left and stay close to the wall, using the long counter and pillars as cover. Perform sideways Shootdodges as you shoot the three men on the floor. Move into the center of the room and use a long-range weapon to pick off the guy on the top tier of the room.





# PART III:

## WAKING UP FROM THE AMERICAN DREAM

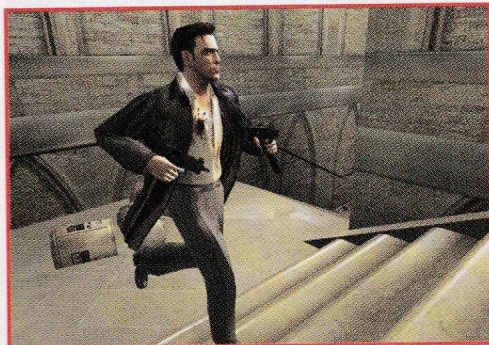
### 2ND FLOOR

Climb the stairs or the scaffolding to reach the upper walkway that circles the dining area. Head to the back-left side of the room and approach the double doors on the right. Two men open the doors for you as you approach. Blow them away as soon as they appear.

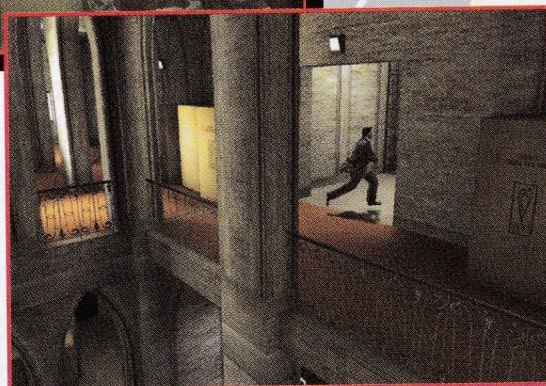
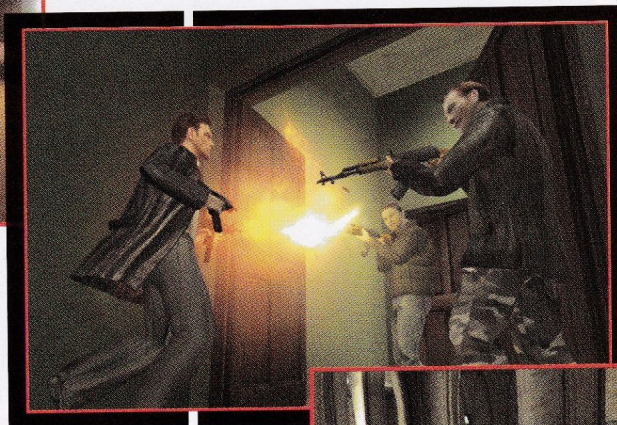


Pick up their **Desert Eagle**, **Ingram**, **Kalashnikovs**, **Molotov Cocktail**, **Grenade**, and **Pump-Action Shotgun**. Enter the next room through either set of doors along the back of the 2nd floor dining area.

The next room is of equal size and design as the dining area. Find a weapons cache in the back-left corner of this upper walkway. There's a **Striker**, two magazines of **Striker Ammo**, and an **M4 Carbine** behind the tall wooden crates. The room is deadly quiet, assuming you allowed all the men to fight in the previous dining area.



If you don't rush into the next room, a few more men infiltrate the dining area through the same doors. Stay put, and continue to blast anyone who makes an appearance.



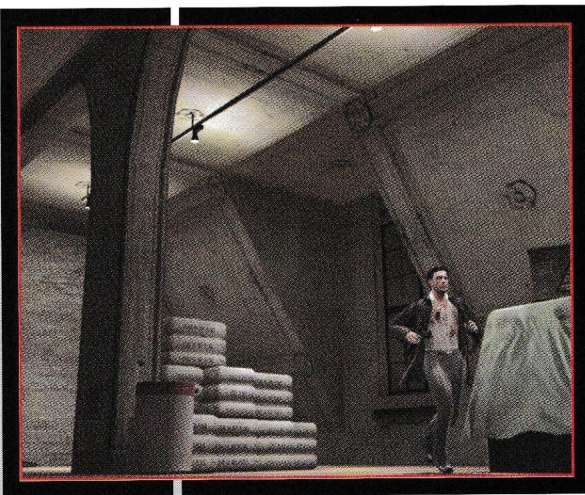
Along the right side of the room, find the stair access and begin climbing the stairs to the 3rd floor. Be careful, because there's a balcony overlooking the stairwell. Keep your back to the wall as you climb the first set of stairs, and look up and behind you. Target the man at the top who tries to ambush you, or shoot the gas can beside him.



## 3RD FLOOR

Pick up the gunman's **Ingram** at the top of the stairs on the 3rd floor, and enter the stained double doors. As you enter the large room with the gradient floor, you overhear men through the door to the left talking about ambushing you. Enter Bullet Time and run them through with Kalashnikov rounds. Pick up their **Kalashnikovs**, and then collect the **Grenade**, **Molotov Cocktail**, and **Striker** from the dead man near the door. He was there already; he's not one of your kills.

## THE ATTIC



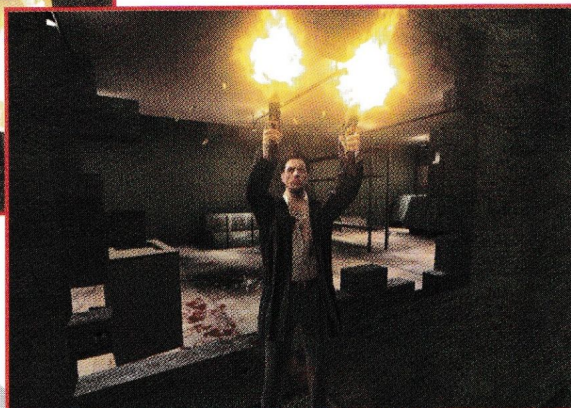
Inside the attic and to the right is an open wall cabinet with two bottles of **Painkillers**. The other two bottles are on a cardboard box near the cabinet. You can also find two rounds of **Kalashnikov Ammo** near the Painkillers, in a box on the floor.

Head through the green door into the connecting attic, and don't be fooled by the dummy cleaner just inside the room. However, do take the Kalashnikov strapped around this decoy. From the floor under the center shelf, you can collect **MP5 Ammo**. A crate around the back has **MP5s**.



As you pass the large stack of green crates toward the back of the room, you hear the voices of more cleaners. Shootdodge around the corner of the crates and eliminate the cleaners before they suspect anything.

You hear an enormous explosion near the entrance to the room. Pick up the two fallen cleaners' **MP5s** and **Grenade**, then approach the other side of the room carefully. The cleaners have blown a hole in the wall near the dummy. It reveals a very large stairwell with a network of metal stairs and catwalks.



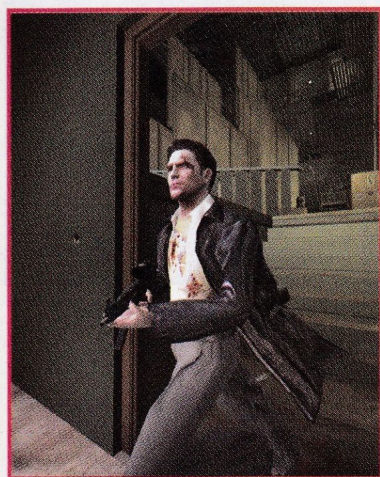
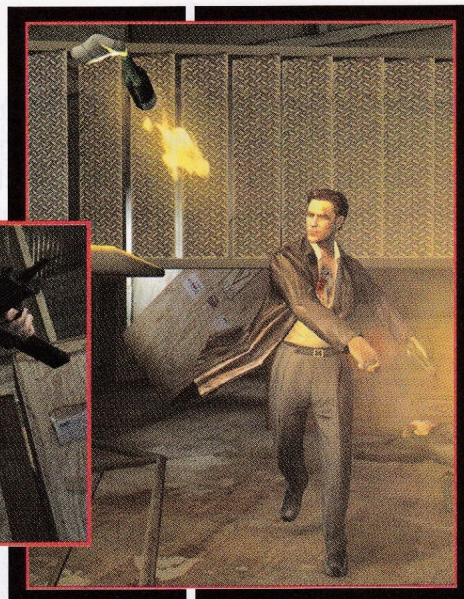
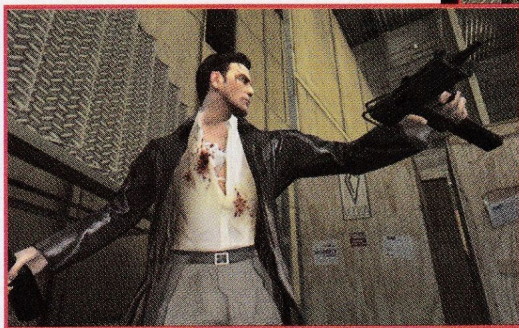
Do *not* stand directly in front of the hole. This makes you an easy target. Work your way toward the hole, picking off the men in the next room one by one as they enter your view.



# PART III: WAKING UP FROM THE AMERICAN DREAM

## STAIRWELL HALL

Step onto the metal ledge and take the **Ingram**, **Molotov Cocktail**, and **Pump-Action Shotgun** from the slain cleaners. Head up the metal steps. A couple of gunmen on the floor level far below take pot-shots at you. If you can't get a good fix on them, throw down some Grenades or Molotovs.



Follow the stairs up to the top catwalk and down the other side of the room. Keep going down to the floor level. Take the **Kalashnikovs** from the dead men, head to the back corner slope, and then enter the next room.

## 1ST FLOOR STORAGE ROOM

There are two men in the back of the long storage room who open fire as soon as you enter. You can throw Grenades to the back of the room. Or you can use Bullet Time and rush them, because they'll begin throwing Grenades if given the chance. Use a sideways Shootdodge as you round the shelf and the stack of crates they cover behind.

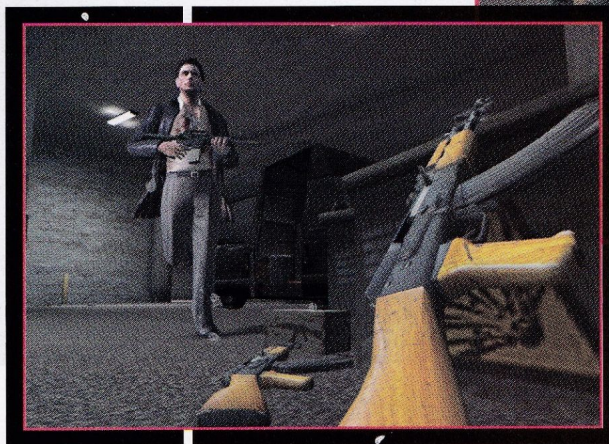
Quickly turn round and prepare for an attack from the adjacent stairwell to the right. Pick up the **Kalashnikovs** and **Grenades** from the two men in the storage room, and the **M4 Carbines** from the four shooters in the stairwell. Head down the stairwell to the garage in the basement.



## UNDERGROUND GARAGE

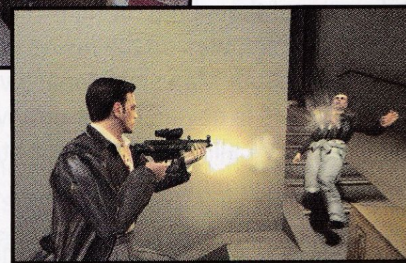
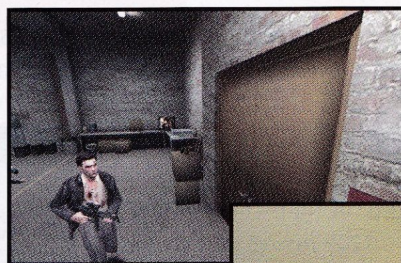
Rush into the garage in Bullet Time and begin shooting the cleaners near the two black vans to the right. Use the vans for cover as you circle around to finish off all the bad guys. Find the many **Kalashnikovs** beside the wall in front of the vans, and enter the open van to raid its supply of **Painkillers**. Find the **Desert Eagle**, **9mm Pistol** and **Ingram** near the dead bodies, and the **Shotgun Ammo** on the table in the corner.

**Grenades** can be found on top of a couple boxes near the table in the corner. Also be sure to grab the two **Painkillers** in the wall cabinet to the right of the door where you entered the room.



When you push open the brown double doors, a voice on the PA orders the men to stop the intruder. The voice assumes that it's a female assassin. Are they expecting Mona?

Enter Bullet Time as you head up the stairs beyond the double doors. Rush the man crouching on the first landing and mow him down. If he has time to throw the Grenade, continue to run up the stairs to the 1st floor.



## 1ST FLOOR

The 1st floor should be familiar. It's the first room you entered the when you infiltrated the Vodka. However, now it's a little cleaner and has been painted—it's a little further into the renovation project.

Defeat the two gunmen on the 1st floor and the third guy on the stairs. Take their **Grenades**, **Ingram**, **Pump-Action Shotgun**, and **Kalashnikov**.



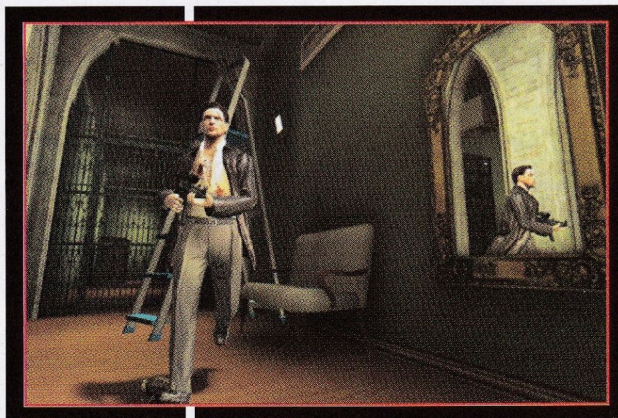
# PART III:

## WAKING UP FROM THE AMERICAN DREAM

### 2ND FLOOR

Head up the stairs in Bullet Time with a Grenade selected as a Melee weapon. Toss it into the room, which is full of explosives and cleaners, and then run back down the stairs to avoid any damage. Enter the room cautiously in case of any survivors. Collect the **Ingrams**, **M4 Carbine**, **Grenade**, and **M4 Carbine Ammo** from the floor.

Head to the hallway on the right and approach the first door. The source of the voice over the PA can be heard over the speakers and also emitting loudly from inside the office. Bust into the room in Bullet Time and spray the cleaners with M4 Carbine rounds. Quickly pick up their **Ingram** and **Kalashnikov** before the cinematic takes over.



### VLAD AND MONA

Vladimir and Mona are on a crash course. If Max finds one of them, the odds are he'll find the other. Vlad left a map on the dry erase board that proves he's after Vinnie. Max listens to a message on Vlad's phone. It's Winterson. She says she's on the way to the construction site, and she'll take care of them both for him. This means that Winterson was on the inside and would have killed both Max and Mona, given the chance. Vlad is obviously the one who she was secretly calling at the police station—Vlad's her boyfriend.

However, this confession doesn't make Max feel better about what he's done; it makes him feel worse. Now Max is off to Vinnie's to prevent him from becoming Vlad's next victim.

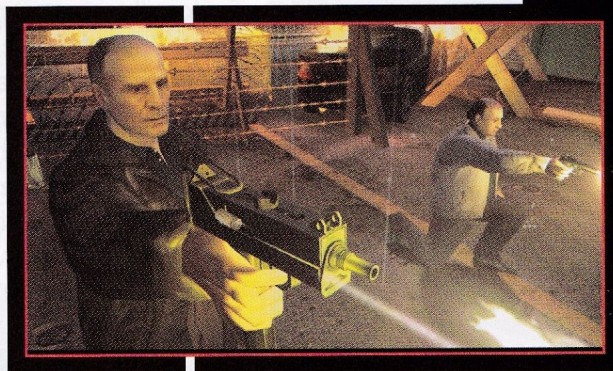




# CHAPTER 3

## A MOB WAR

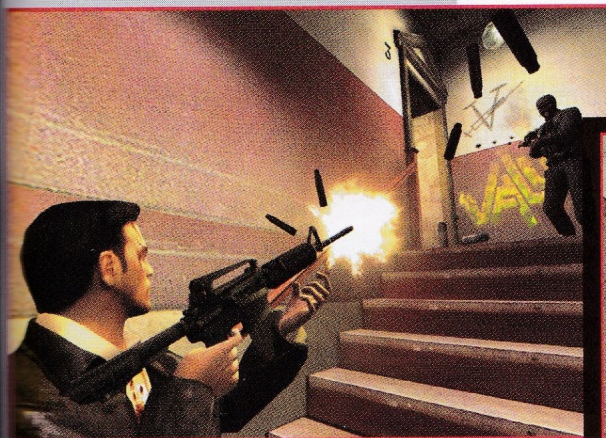
Max is mistaken for a cleaner as he drives into the slums to meet Vinnie. Vinnie's men open fire, and Max's van crashes into a garage a few blocks short of Vinnie's place.



## SLUM NEIGHBORHOOD

Exit the garage into the next room, where you can find two **Molotov Cocktails** on a shelf. Continue into the 1st floor of an apartment building. Quickly run up the stairs and defeat the cleaner on the 2nd floor.

## BUILDING 1 2ND FLOOR



A couple of cleaners enter the apartment and chase you to the next floor. Turn around and shoot them at the bottom of the steps. They get happy with the Grenades, so do a Shootdodge dive if you hear one landing nearby. Take their dropped **Grenade, Pump-Action Shotgun, 9mm Pistol, Painkillers**, and **Kalashnikov**, then run up the stairs to the 2nd floor.





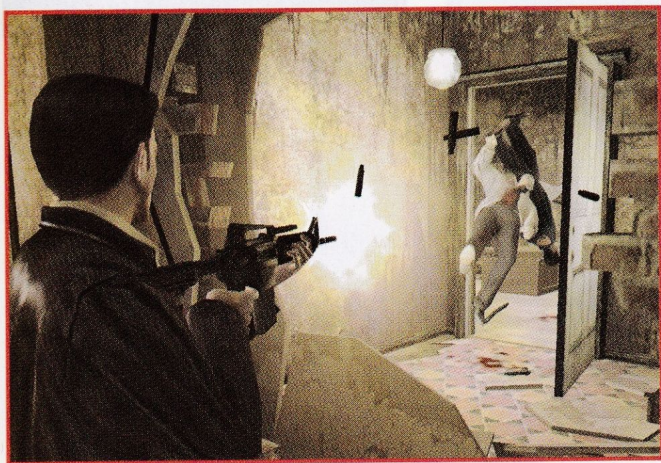
# PART III:

## WAKING UP FROM THE AMERICAN DREAM

### BUILDING 1 3RD FLOOR

Find the explosive ammo case near the cracked wall. Stand safely away by the stairs and shoot the case. The explosion rips a hole in the wall. Shooting the wall works, too, but it requires more ammo. Sometimes the gang meets you at the hole. If so, blow 'em away; they are not friendly... yet.

Enter the hole and you're inside an apartment's closet. You hear screaming in another room. A mobster is chasing off a cleaner. If you wait until you hear shots, the coast will be clear to enter the apartment.



Explore the apartment and you find a **Grenade** in a crate in the hallway with the holey walls, along with **Painkillers** on a small shelf in the room with the bum. After you take the bottle, a mobster enters through the same hole in the wall. Blow him away. Both factions are against you at this point.

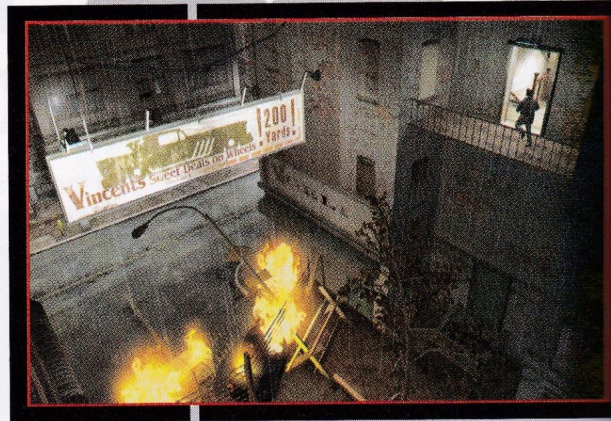
Enter the door adjacent to the room with the TV-watching bum. Walk through the blown-out window frame to the terrace outside. Max says Vinnie's used car lot is up ahead, and he must find a way down to the street. (Jumping is not an option.) Enter the next building through the open doorway.

### BUILDING 2 3RD FLOOR STAIRWELL



Select the M4 Carbine and enter Bullet Time as you climb the stairs. Blow away the four mobsters on the stairs and the 4th floor landing. Pick up their **Painkillers**, **Pump-Action Shotgun**, **9mm Pistol**, and **Grenade**.

Continue around to the end of the hallway, and find the **Painkillers** and two **Shotguns** in the little nook. Head back down to the 3rd floor and continue down the stairs to the 2nd floor.





## BUILDING 2 2ND FLOOR

Blow away the two mobsters as they walk up from the 1st floor. As you approach them to pick up their dropped weapons, be prepared for the third mobster to exit the room to the left (sometimes he remains in the room you are about to enter). There's a stack of boxes inside the next apartment to the left. Under the boxes you can find **MP5 Ammo** and a **Grenade**.

Proceed into the back room through the green door, and walk out onto the crossbeams through the large hole in the wall. Turn to the left and follow the wooden planks to the last crossbeam. Enter the hole in the wall of the third building. If you act quickly enough, you can avoid the mobsters and commandos firing at you from below. If not, enter Bullet Time and shoot them or blow them up.

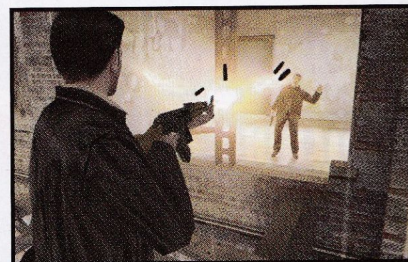
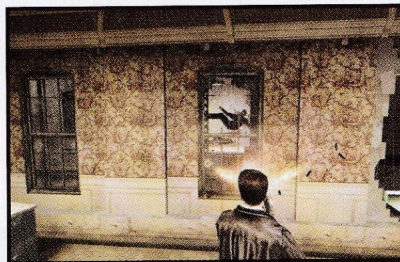


## BUILDING 3 3RD FLOOR

When you enter the third building, not only are there men shooting at you from the ground, but also a couple more who enter the room in the building you just left and open fire. You can flee into the next room, or you can stand and fight.

Exit the ramshackle apartment and enter the hallway.

Downstairs on the 1st floor, you can catch a couple mobsters off-guard. Gun 'em down, then pick up their **MP5**, **Painkillers**, and **Kalashnikov**.





# PART III:

## WAKING UP FROM THE AMERICAN DREAM

### BUILDING 3 3RD FLOOR

#### EXTRA GOODIES

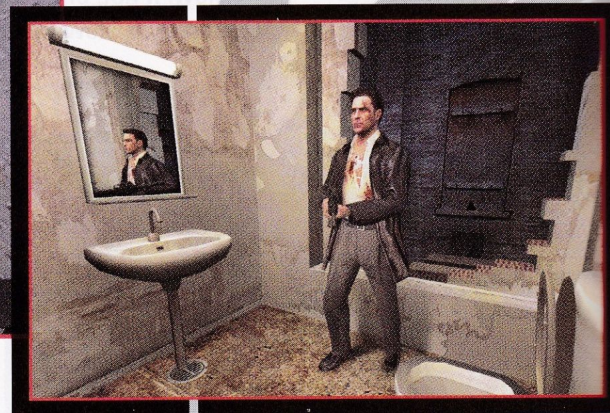
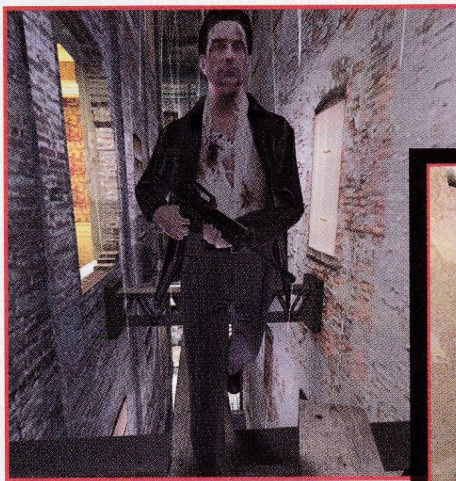


If you're interested in more carnage and Painkillers, leave the apartment and go upstairs to the 4th floor. Inside the open apartment are two mobsters distracted by the girly flick on the tube. Blow 'em away with the M4 Carbine. Get the four bottles of **Painkillers** in the bathroom cabinet, as well as some **Striker Ammo** on the floor. Return to the previous 3rd floor apartment and walk out onto the exterior beams.



There's a vacant apartment on the 3rd floor with a couple of wiseguys near a large hole in the wall in the 2nd room. One of the guys is outside, standing on the next beam you need to cross. Grab the **Shotgun** from the cabinet, as well as the dead man's **MP5**.

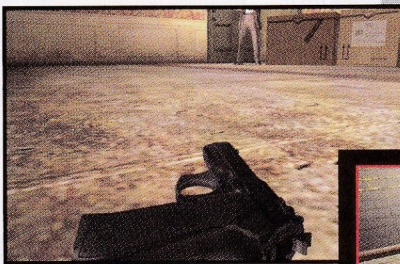
Walk out onto the beam and turn right. Walk along the wooden planks, and enter a bathroom in the 4th building through the hole in the wall.



### BUILDING 4 3RD FLOOR

Find the two bottles of **Painkillers** on the shelf in the living room. If you need **9mm Ammo**, enter the room at the end of the short hallway to the right. If you want to meet up with some friendly mobsters, head to the dark door in the corner of the living room.

In a cinematic, Max heads into the hallway and three mobsters mistake him for friendly reinforcement. Do *not* shoot these mobsters. They'll assist you in the upcoming street battle. You have time to run upstairs and take the **Striker Ammo** from the nook at the end of the hallway, and then run back down to catch up with the boys on the street.



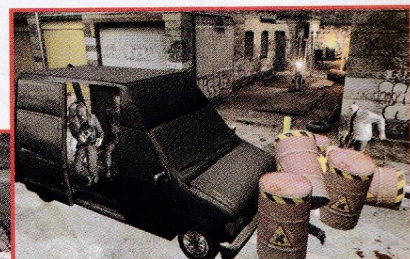
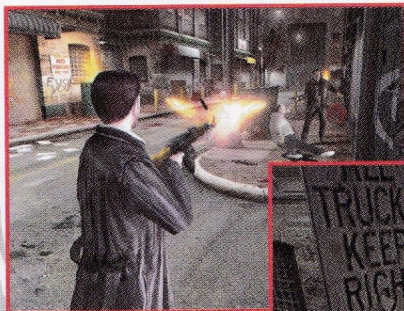


## STREET GANG WAR

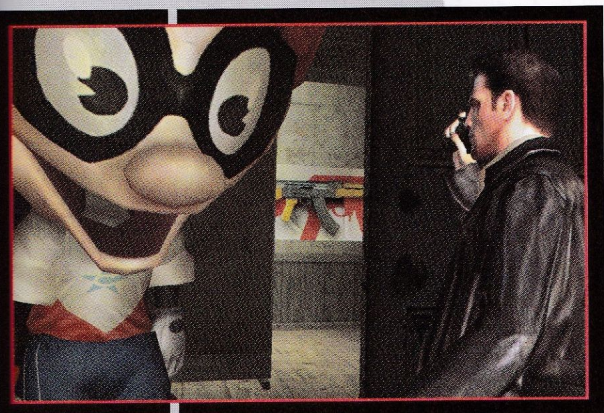


Outside, the boys begin firing on the cleaners down the street. Use Bullet Time to give your boys the upper hand. Be careful not to get in the line of fire—try to stay behind your mobster gang. Run through the streets blasting as many of the cleaners as you can, while picking up their **Kalashnikovs** as they drop. After rounding the turn at the basketball net (where the cleaners come over the wall), prepare for a Molotov attack from an alley to the right. A little farther up, a man runs down the middle of the street toward you. He's with your gang, but will recognize you as Max Payne. Regardless of whether you blow him away or if you wait, the mob will still turn on you. Take everyone out who moves. When your men go down, retrieve their weapons and **Painkillers**.

Go to the end of the street. Before you reach the bonfires, there's a green door near a sign that reads "All Trucks Keep Right." Enter the door and head down the alley. A van pulls up on the next street. Rush the cleaners in Bullet Time and gun them down with a Kalashnikov or M4 Carbine, then proceed to the left of the van and down the street. A cinematic begins.



## CAPTAIN BASEBALL BAT BOY



Max hops a brick wall and infiltrates Vinnie's warehouse. In a room in the back, Max catches Vinnie in a truly embarrassing predicament...

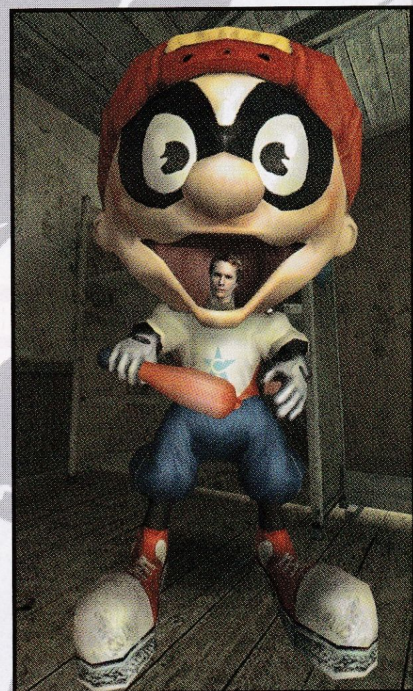
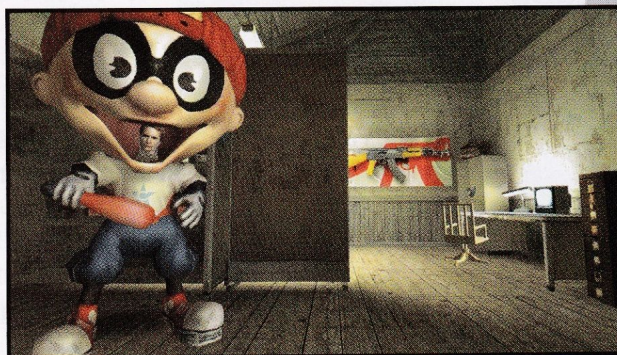


**CHAPTER**  
**4**

**DEAREST OF ALL MY FRIENDS**

Vlad got here before you. Evidence: Vinnie Gognitti is trapped inside a Captain Baseball Bat Boy costume (the one you saw in the back of Vlad's car earlier). The head is rigged to blow up if he takes the costume off!

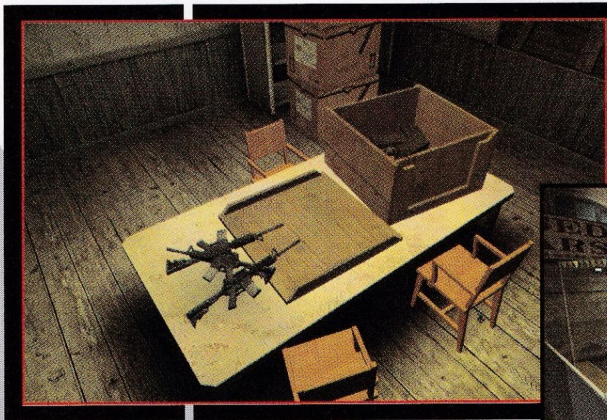
Vinnie begs for your help, and promises to help you get Vlad if you can get him out of this mess. Max accepts the challenge.



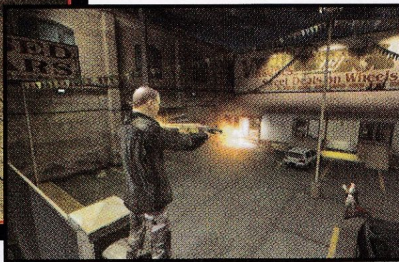


## VINNIE'S USED CAR LOT

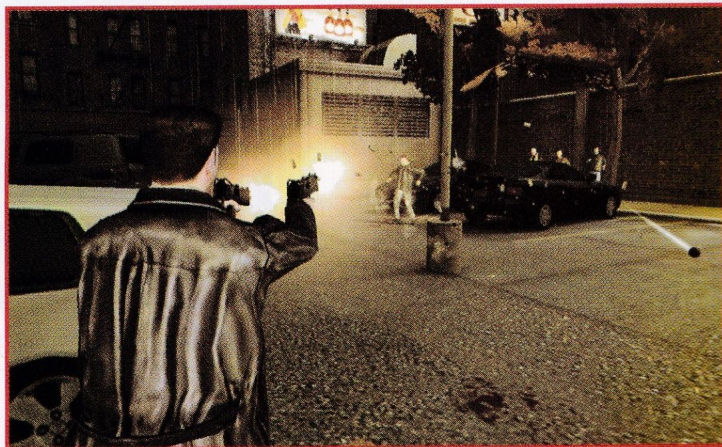
There are now two Pain Bars in the bottom-left corner of the screen: yours and Vinnie's. As soon as the challenge begins, Vinnie hides in the back room. Clear the main room of intruders, then head to the back room where Vinnie was hiding. Take the **Shotgun Ammo** and **Ingram Ammo** from the shelf in the back room, and then defend the doorway from any remaining commando intruders. Once the room is clear, take their **MP5s** and **Painkillers**.



Captain Baseball Bat Boy begins to move for the door. You have enough time to head back into the room he left. Enter the adjacent room to load up on the three **M4 Carbines** and three magazines of **M4 Carbine Ammo**. **Painkillers** can be found behind the stack of boxes on the wall shelf. In the back of the previous room, and in the cabinet Vinnie was standing in front of, are a pair of **Molotov Cocktails** and two **Grenades**.



Quickly return to Vinnie. He stops in the main room and says the commandos are starting to come over the wall. You can defend the place from the inside, shooting through the windows, but it's best to meet them in the parking lot. That way you can be sure no one gets inside the building.



## WALL CLIMBERS WAVE 1

The commandos begin jumping over the wall to the left of the large gate. Enter Bullet Time and pick them off as they scale the wall. When their numbers become too overwhelming, throw Molotovs or Grenades. As soon as there's a lull in the incursion and you hear another van racing to the scene, run through the dropped weapons below the wall. These guys carry **Molotov Cocktails**, **Grenades**, **Desert Eagles**, and **Shotguns**.

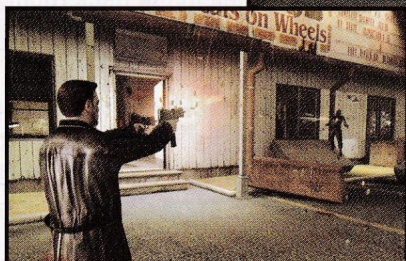


# PART III:

## WAKING UP FROM THE AMERICAN DREAM

### WALL CLIMBERS WAVE 2

The second wave of commandos scale the walls on both sides of the large gate. Stand back and hold them off, using the same tactics as before. When all the commandos are eliminated, Vinnie starts complaining about you leaving him and that he can't fit through the door with his big head.



### VINNIE ON THE MOVE

Quickly return to Vinnie inside the building; use the small office entrance at the end of the building. Walk with Vinnie through the back doors into a large warehouse. Two commandos make their way in through a high open window on the left side of the room. Enter Bullet Time and gun them down before they get a shot off.

After you eliminate the two commandos, Vinnie moves to the back of the warehouse and unlocks the back door. Take the three

**Painkillers** from the cabinet across from the back door. Vinnie's big head won't fit through the small door, and he decides to head back through the hall and take the elevator to his place on the next floor.



### PLAN B



Return to the same side of the warehouse to blast another pair of commandos who drop through the same window the previous two came through. Pick up their **MP5s** and **Painkillers**.

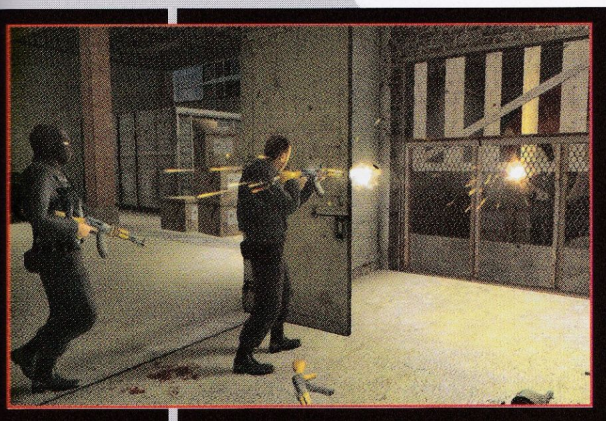




Run back to the door that Vinnie's head wouldn't fit through. Blow away the two commandos as they enter the building through the now-unlocked door. Pick up their *Kalashnikovs*. Head back to the original side of the warehouse, and Vinnie unlocks the double doors that lead to the elevator room.

## ELEVATOR RIDE

Take the four *Painkillers* from the cabinet in the elevator room. Stay downstairs and defend the door...



Alternatively, enter the elevator with Vinnie and crouch close to the elevator door so Vinnie can't get in front of you. Use Bullet time and blow away the intruding commandos as they enter the door from the garage. When the elevator door closes, stand up and continue to fire through it.



When the elevator reaches the 2nd floor, more commandos are waiting. Use Bullet Time again, and don't wait for the doors to open. Just start blasting away. Remain in the elevator hallway and defeat the commandos who work their way up from the 1st floor.



A whole squad of commandos remains on the 1st floor; don't enter the apartment until they're all dead. There are so many that even rushing them in Bullet Time is too dangerous. Remain on the 2nd floor, and toss Grenades over the railing and down the stairs. Move closer to the top of the stairs, and bounce Grenades off the 1st floor wall to the floor below. When you've thinned their numbers, rush down in Bullet Time and finish off the survivors.

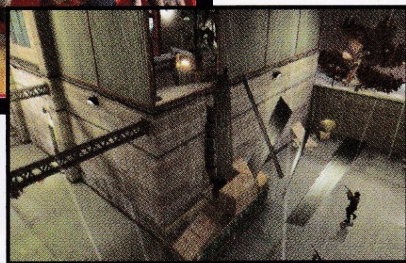
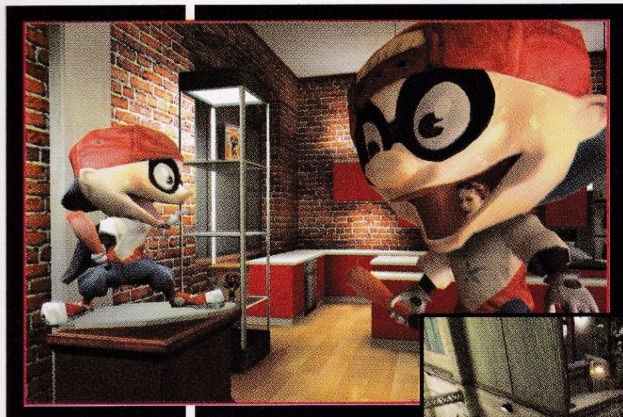


# PART III:

## WAKING UP FROM THE AMERICAN DREAM

### VINNIE'S NERDY APARTMENT

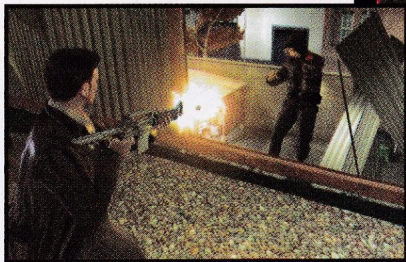
Head into Vinnie's apartment and take the **M4 Carbine**, four clips of **M4 Carbine Ammo**, and two bottles of **Painkillers** from his foyer cabinet. Vinnie makes excuses for his Captain Baseball Bat Boy collection. No wonder Vlad knew that Vinnie would fall for the costume trap!



Go out to his balcony through the large double doors in his living room. Find the **Painkillers** in the cabinet behind the small corner bar. Be patient as a Commando tears down the metal sheeting in the corner of his balcony wall (directly in front of the double doors).

### BALCONY BATTLE

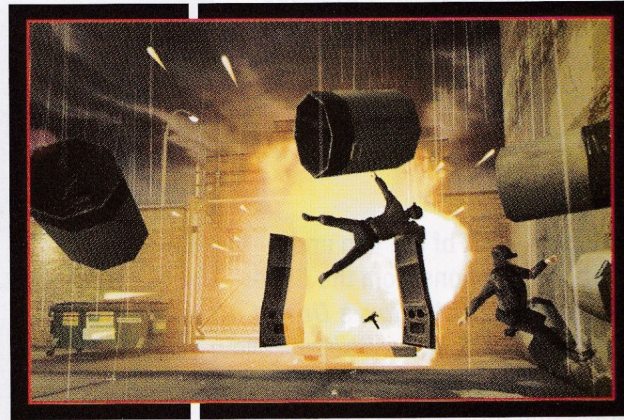
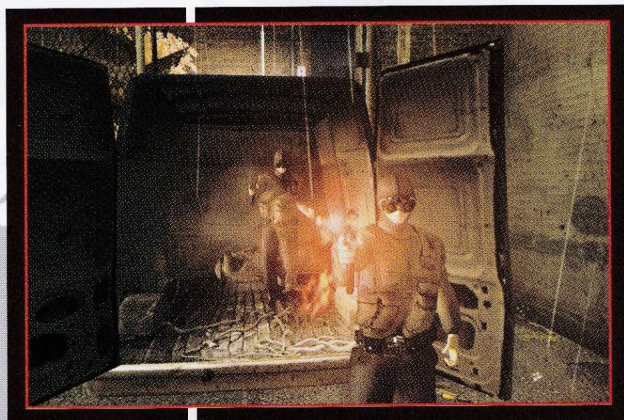
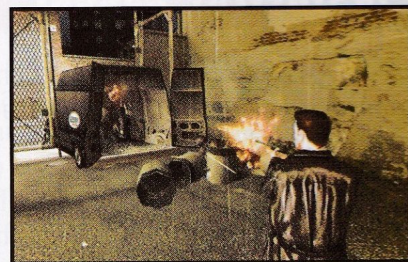
Approach the edge of the balcony in Bullet Time and blast the commandos in the lot below. There are three of them to eliminate; try using Grenades or Molotovs. Once they're defeated, Vinnie jumps from the balcony to the stack of boxes in the lot below. Beat Vinnie down to the lot and wait for the van to crash through the gate...



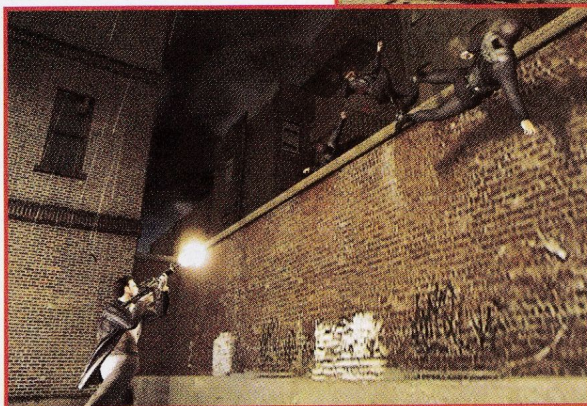


## PARKING LOT BATTLE

As soon as you jump from the balcony, a van busts through the gate and unloads its occupants into the lot. Enter Bullet Time and take out the three commandos who exit the back of the van, or throw a Grenade inside as soon as the doors open. When these commandos are history, Vinnie takes off down the alley toward the garage. Try to run ahead of him.



As soon as you round the corner, start tossing Grenades over the parked SUV toward the back of the shipping containers. Follow up the Grenade attack with a Bullet Time rush on the van. Defeat the four commandos from the van, along with the one who comes over the wall behind the van while Vinnie unlocks the garage door. Remain near the van and the wall behind it, and wait for the final three commandos to scale the wall. Nail 'em as they stand on top of the wall, then enter the garage when Vinnie gets it open.





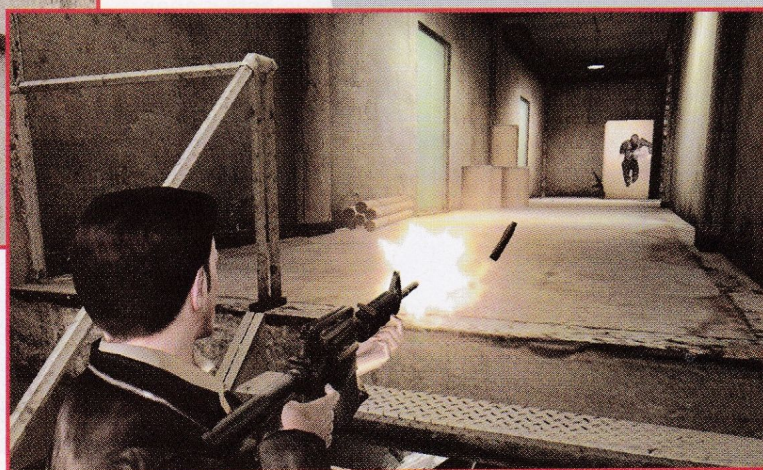
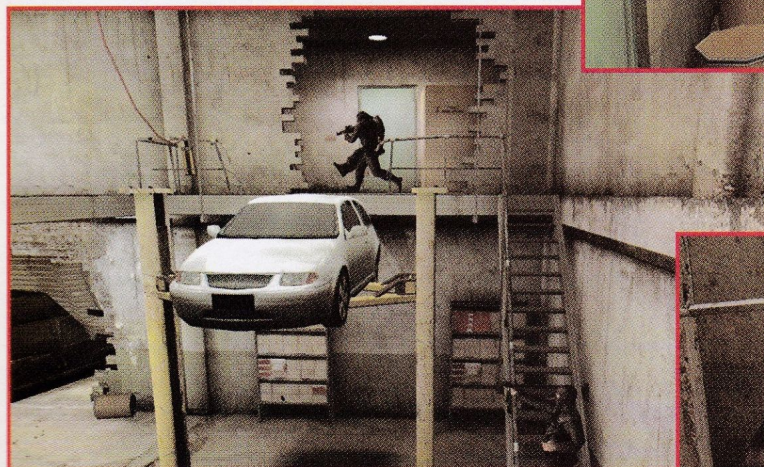
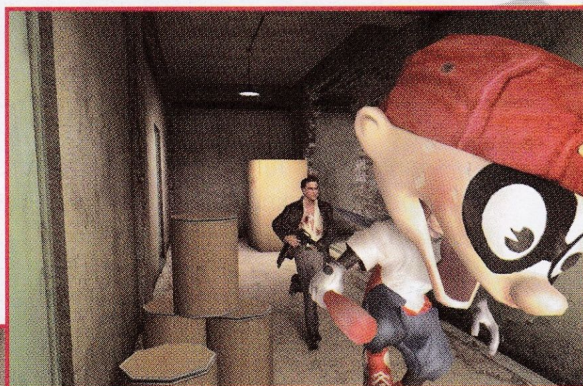
# PART III:

## WAKING UP FROM THE AMERICAN DREAM

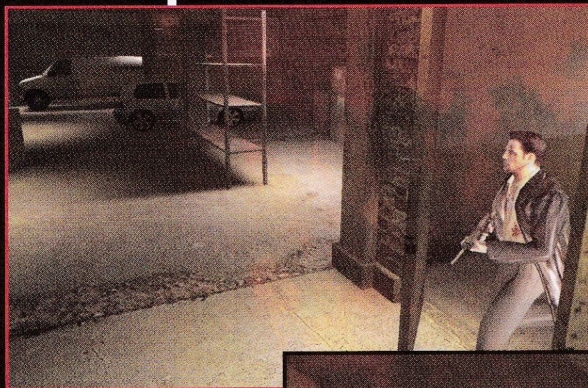
### INSIDE THE GARAGE

Vinnie jumps up on top of the car and asks you to raise the lift. Knock the **Painkillers** from the boxes on top of the shelf in front of the stairs, then run up the stairs and press the lift button. (It's on the right side of the railing when you're facing Vinnie on the catwalk.) As soon as the lift starts to move, a van comes crashing into the garage. Throw down a Grenade before the van doors open, then enter Bullet Time and start blasting any survivors of the explosion.

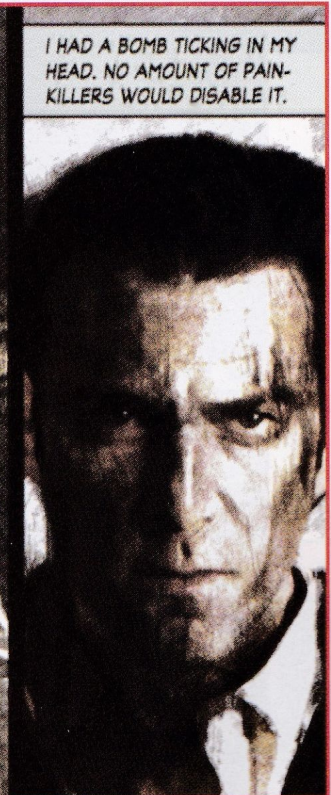
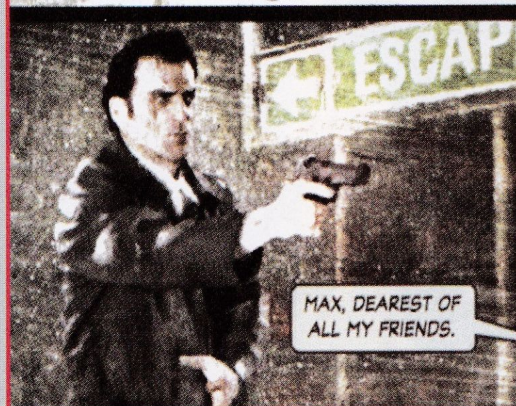
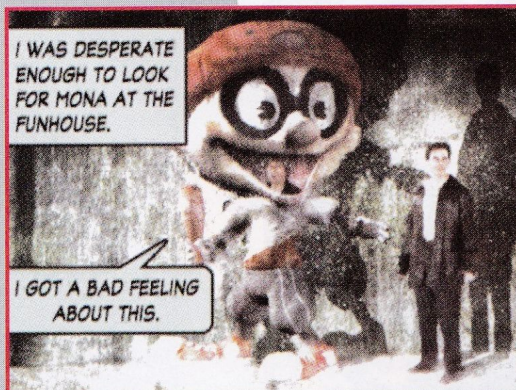
Enter the back of the van and grab the weapons from the dead. You find a **Kalashnikov**, a **Desert Eagle**, an **MP5**, and a **Striker**. Follow Vinnie down the 2nd floor hallway, then stop on the stairs and turn around as he heads to the 1st floor. Stay low on the stairs, but high enough that you can watch the door from the garage down the hall. Blast the four commandos who spill into the hallway from the garage.







Catch up to Vinnie through the double doors on the 1st floor. When you reach his van, a cinematic takes you to the end of the chapter: Vinnie gets in the back of the van, and Max drives the van away as a few remaining commandos open fire to no avail. Max and Vinnie try to find Mona. Vinnie says she can disarm the bomb. They look for her at the Funhouse but only find Vlad, who happens to be holding the remote detonator to Captain Baseball Bat Boy's head.





# PART III: WAKING UP FROM THE AMERICAN DREAM

## CHAPTER 5

### A LOSING GAME

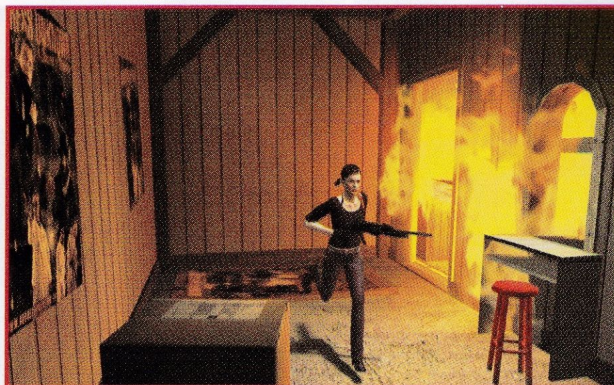
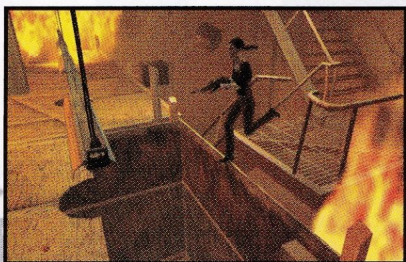
Vladimir and his boys left after they were done with Vinnie and Max. Mona arrives at the Funhouse, but she's not in time to snipe Vladimir before he detonates Captain Baseball Bat Boy. Mona sees the explosion and only thinks of Max...





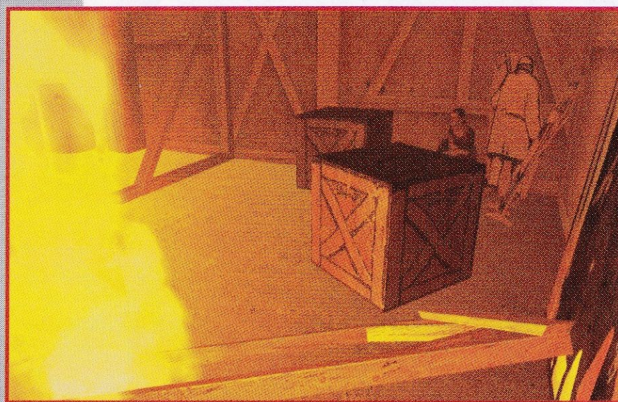
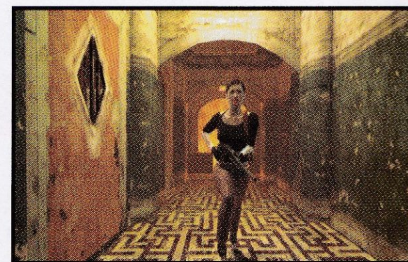
## RETURN TO THE FUNHOUSE

Mona leaps through the blaze at the entrance to the Funhouse. Now it's your job to take her to Max. Enter the first room, which is engulfed in flames. Enter the door to your immediate left and head down the stairs to the first landing.



Jump from the landing into the small room through a missing roof panel.

Run to the end of the corridor and up the slope at the end. A wall panel falls, which allows you to access the next large room. But wait on the slope until a few barrels below you explode. If you don't want to wait, shoot the barrels to speed up the process. When the explosion subsides, jump into the room.



Head to the back corner, away from all barrels, and hide behind the wooden crates. Wait until all the explosions subside, and then enter the new hole in the wall.

Work your way through the fake bathroom and into The Pink Bird Mental Institute hallway. The first wall panel to the left falls outward. Remain in the hallway until a large beam drops just beyond the fallen wall panel. Walk on top of the beam, and follow it until you can jump to the top of the large wooden structure. Jump off the right side of the structure and back into a corridor beside the asylum hallway.

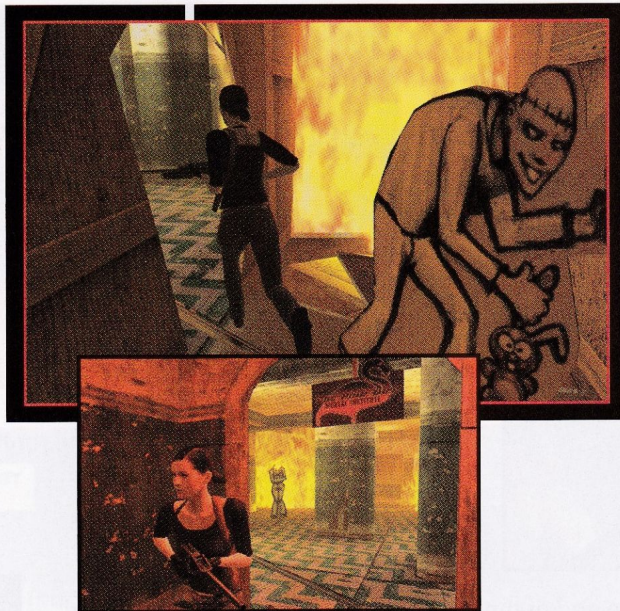




# PART III:

## WAKING UP FROM THE AMERICAN DREAM

Run to the end of the corridor and enter the hole where the prop slides out. Head into the red hallway to the right, and continue into another large room. Run ahead to the far wall, and get behind the large green cylinder to the left. It begins to roll through the room and knocks over a support beam (it's like a giant game of Mousetrapped). Walk along the fallen support beam over the flames in the hallway.



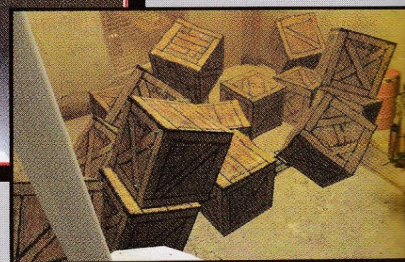
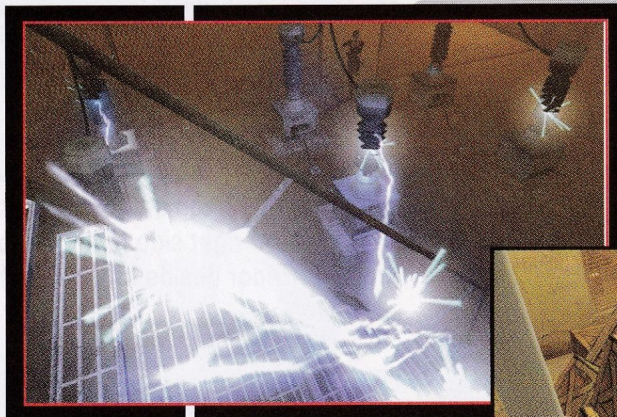
### FIRE ALARM

Take the four **Painkillers** from the cabinet on the left wall of the hallway. There's a fire alarm on a beam next to the Painkiller cabinet. Pull the fire alarm and the sprinklers douse the flames in the next room.



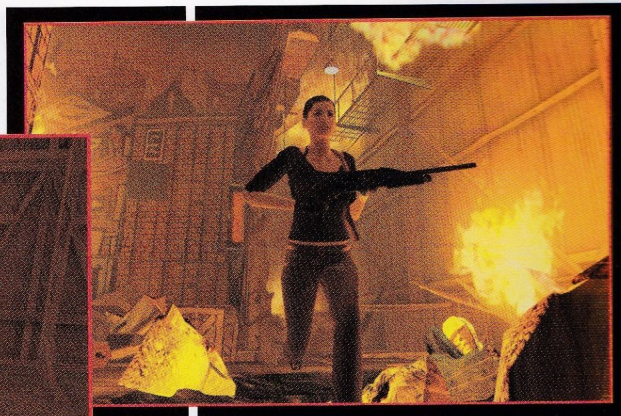
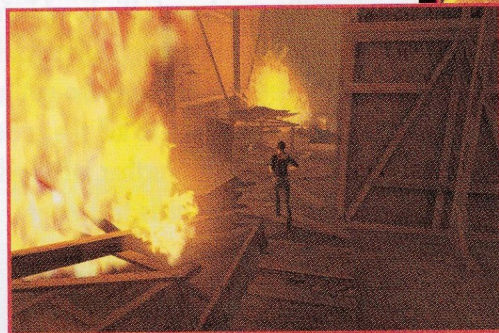
### NOTHING'S SHOCKING

In the back of the room, you discover an electrified metal staircase that's charged by the large, over-juiced electrical condensers. You must use this stairway, but you'll barely survive the jog up the stairs. If you'd like to keep your health, head back toward the door near the front of the fence and enter the next two rooms. In the second room, you can push a grate through the wall or go through the door and enter a third room. In the back of this room, you can shut off the power to the condensers.

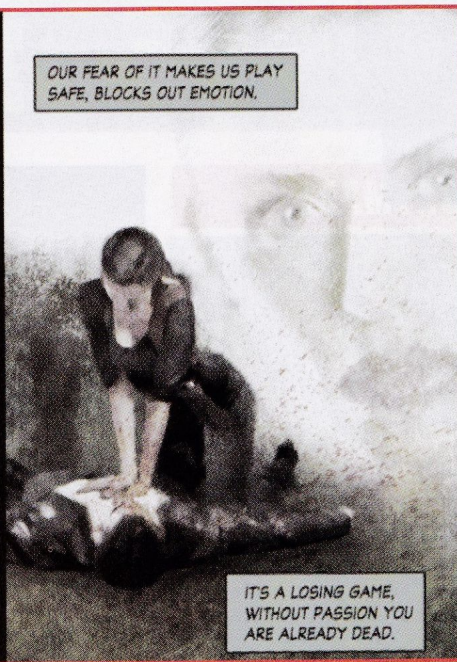
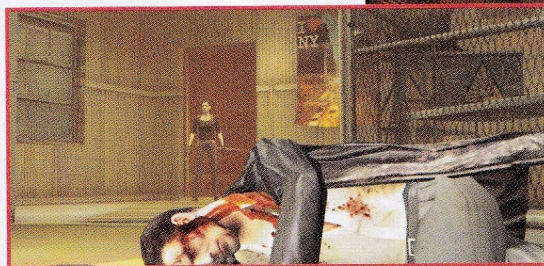
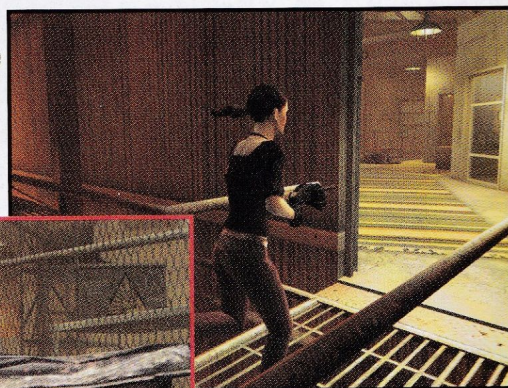
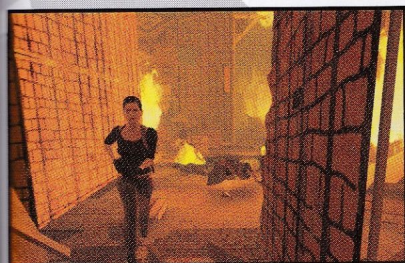




Now return to the stairs, which are now safe to climb. As you work your way through the room at the top of the stairs, you come to a crater in the floor that used to be Vinnie. Stick around a second longer after the quick cinematic, and you see the last shoe drop from above—very cute.



Continue past the crater, staying close to the right wall. Climb the debris, and turn left at the back of the room to access the stairs that lead to Mona's apartment. When you enter the apartment, a cinematic shows Max lying on the floor, close to death. Mona performs mouth-to-mouth resuscitation and CPR on Max to try to bring him back...





# PART III: WAKING UP FROM THE AMERICAN DREAM

## CHAPTER 6

### THERE ARE NO HAPPY ENDINGS

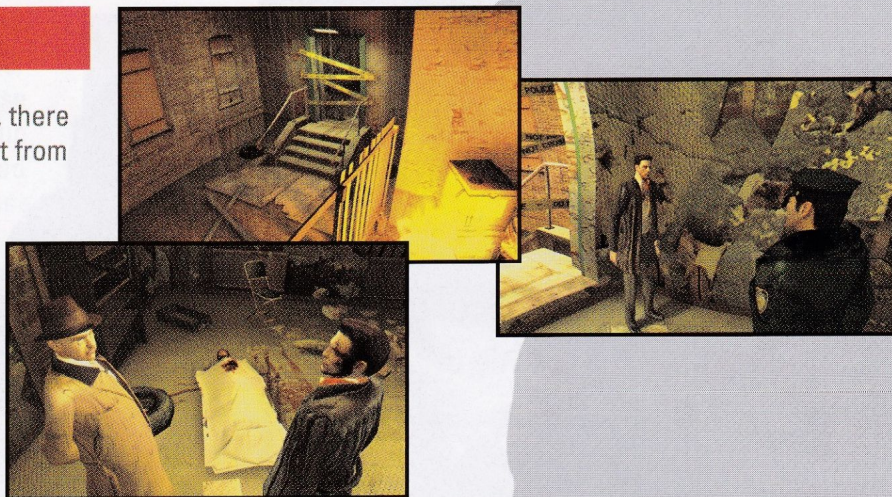
Vlad leads Max to Mona's apartment at gunpoint. Vlad's men say they can't get Vinnie up to the apartment. His head is too big to fit through the door. Vlad tells Max that it's ironic: He fell for the woman who worked for the man who got his family killed. Mona was hired by Woden to kill the society members who were allied with Vlad. Further inflamed by the death of his lady Winterson, Vlad pulls the trigger and Max hits the floor.



### MAX'S THIRD NIGHTMARE

This is Max's third and final nightmare. Again, there are no weapons involved. You must simply get from Point A to Point B.

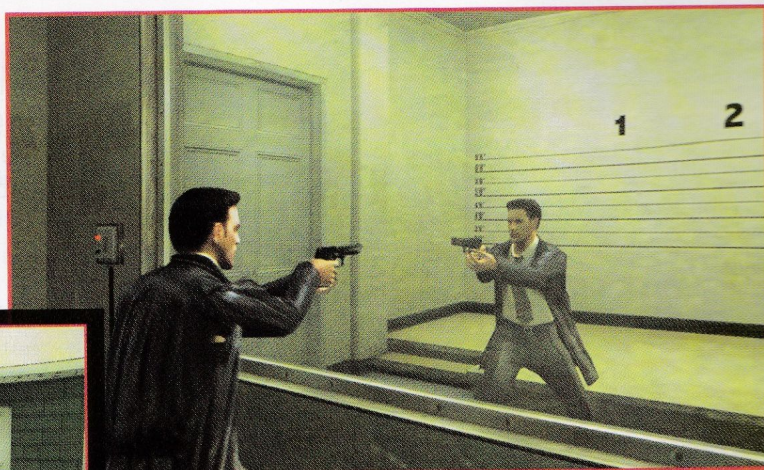
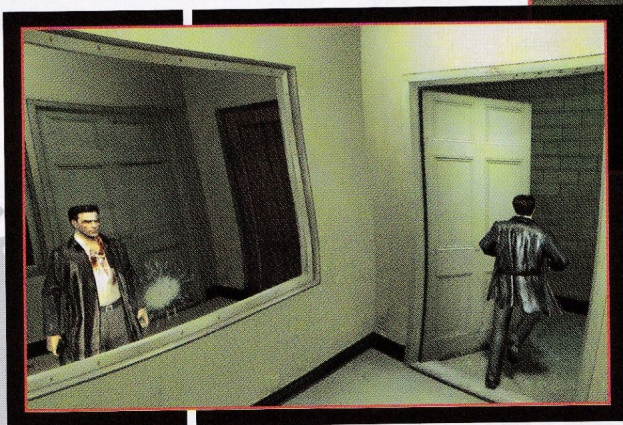
You begin the mission in a ramshackle apartment. The cop in front of you says that Bravura is in the next room with the victim. Enter the next room and Bravura assigns you a case: a crime of passion. Max's body lies on the floor. The scene fades, and suddenly you're in the Police Station.





## THE POLICE STATION

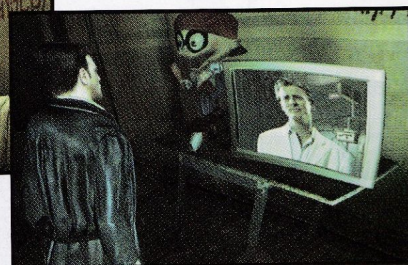
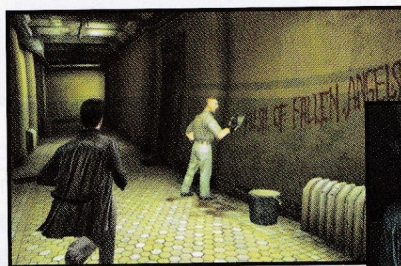
There's an operating table in the office, and Bravura is on it. He says the suspect is ready for a lineup. Enter the Lineup Room, where you find your own double. The double shoots at you and takes off down the hallway. Chase him!



## MAX'S APARTMENT BUILDING

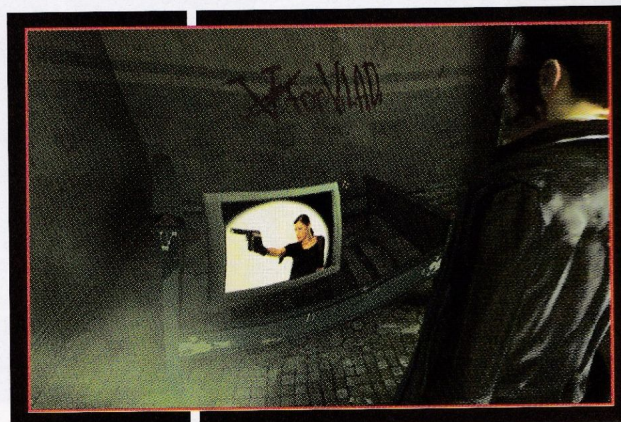
The hallway turns into an apartment building hallway, and you see and hear the janitor from your building around the first turn. Your double shoots at you from down the hall. Continue to chase him.

You now have a gun, but it does no good. After all, this is a nightmare. Enter the next room through the doorway at the end of the hall. Vinnie is there in his Captain Baseball Bat Boy costume, next to a TV. You can shoot Vinnie with your gun, just for kicks. Listen to the game show that Vlad hosted where Vinnie was playing to save his life. At the end of the show, the costume next to the TV blows up!



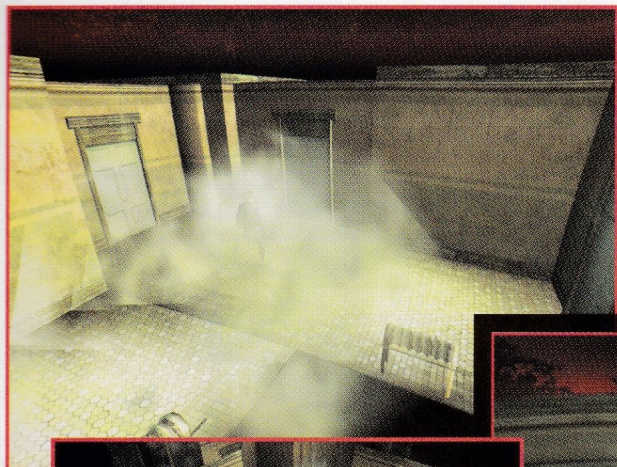
Continue through the next door and the next hallway. As you run, the ceiling turns into a blood-red sky. Enter the last door on the right. Vladimir is on TV, talking about Mona Sax. Mona confesses that she killed Senator Gate, and Vlad begins to hit on her. She shoots Vlad in the arm, which explains the sling he was wearing at the beginning of the game.

Head through the next door and enter a 'T' intersection. The door to the right leads to a dead end and a mirror. Both the door straight ahead and the one to the left allow access to the path you're on. If you choose the door to the left, proceed to the next door to the right or you just run into another mirror. Then turn left at the next intersection.

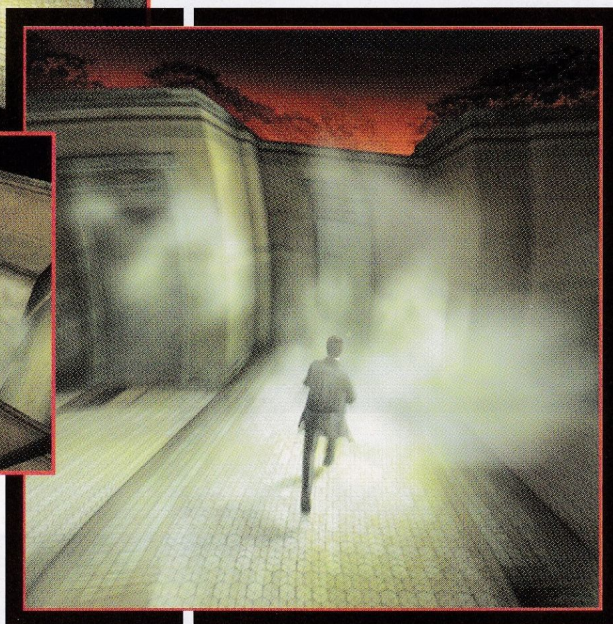




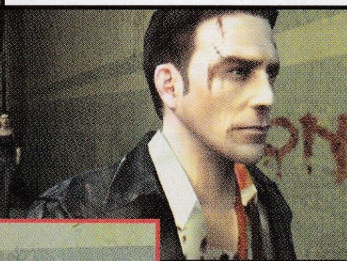
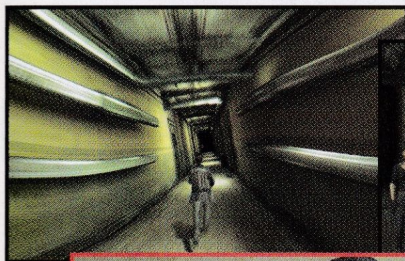
# PART III: WAKING UP FROM THE AMERICAN DREAM



If you take the door straight ahead at the 'T' intersection, go to the next door on the left and then head straight through the second intersection through another door.



Enter the door at the end of the hallway, and turn left in the L-shaped hallway. You hear Mona's voice as she tries to revive Max back in her apartment. Continue down the hall, and Mona appears behind you in a cinematic. Max tries to shoot her, but the gun is empty. They kiss and the nightmare ends.





# CHAPTER 7

## LOVE HURTS

Max awakens from the nightmare, and from the brink of death. The first thing he sees is the beautiful Mona, his savior. They exit the burning Funhouse. Max tells her Vlad is headed to Woden's manor. Mona tells him he's in no shape to do anything about it, and it's not his fight. Max isn't afraid to die. She asks him to walk away. Max tells her that she's coming with him...

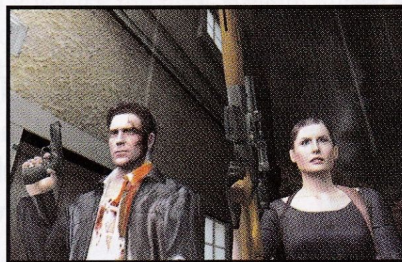




# PART III: WAKING UP FROM THE AMERICAN DREAM

## WODEN'S MANOR

Mona is laying down suppressing fire from a balcony above the manor's courtyard entrance. Max is in the courtyard behind a black van. You must eliminate all hostiles and get inside the manor. Mona will assist, and if you let her, she'll take most of the commandos for you.



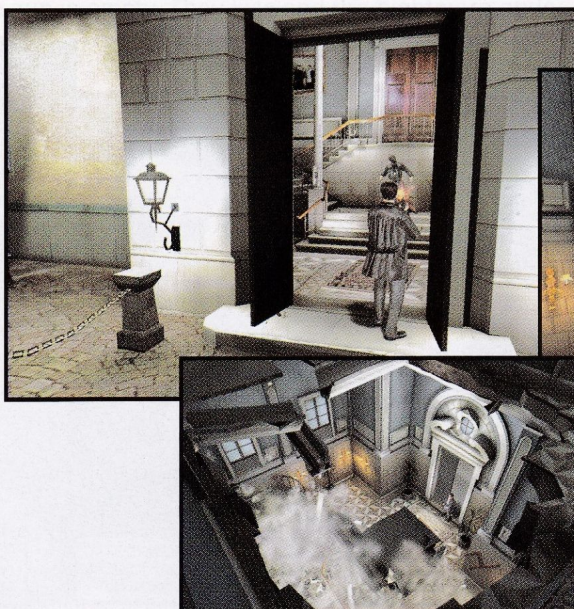
Enter Bullet Time and rush the gunmen on the opposite side of the courtyard. Aim for the explosive barrels, or just go for head shots. When all the men on the ground are defeated, a cinematic shows Mona entering the manor.

When control returns to you, more men appear on the upper balcony. Enter Bullet Time again and take them down. Grab the **Kalashnikovs** dropped by the defeated gunmen, and head back to the original van you were behind. Open the back doors and take the three **Painkillers** and **Kalashnikov Ammo** from inside. If it wasn't blown up, the barrels in the middle of the courtyard have stacks of **Kalashnikovs** on and around them.



## INFILTRATION

Enter the manor and shoot the commando inside. As you head up the stairs to the main door, the front door locks and men inside the manor shout, "Blow it up!" Run back to the front door, and stand there until the bomb on the pillar goes off and the entire ceiling drops in. You're safe with your back against the front doors.



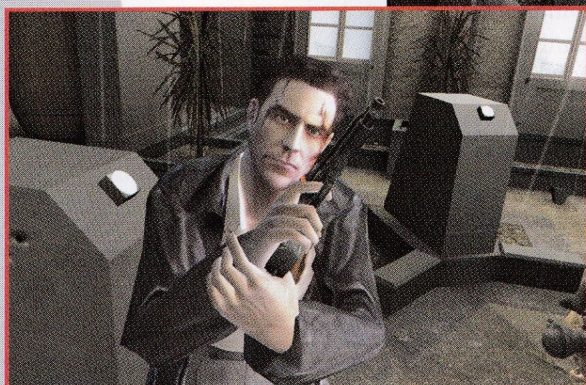
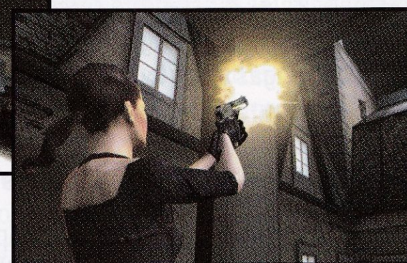
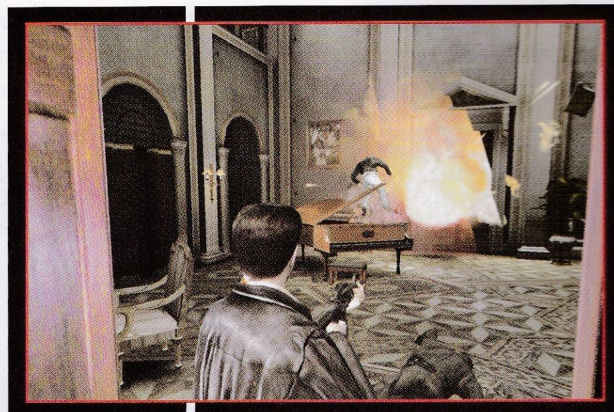


Shoot the cleaner holding the detonator that opens the main door at the top of the steps. Burst into the room and finish off the second gunman behind the piano. Aim for the gas cans behind him for a quick kill.

## MONUMENT COURTYARD

Shoot the cleaner holding the detonator that opens the main door at the top of the steps. Burst into the room and finish off the second gunman behind the piano. Aim for the gas cans behind him for a quick kill.

Exit the room through the glass doors, and enter the small monument courtyard area. Activate Bullet Time and start shooting. Use the pillars and stone monuments as cover. Perform multiple strings of Shootdodge moves. There are two cleaners in the yard and two more will appear on the rooftops once the first two are toast. Mona appears on the upper walkway to assist with the rooftop assailants. Once these guys have been de-roofed, she says she'll come down. Max forbids this and tells her to take the 2nd floor while he clears the one below it.





## PART III: WAKING UP FROM THE AMERICAN DREAM

When the cinematic ends, metal shutters rise and reveal glass doors on one side of the courtyard. Activate Bullet Time and begin shooting the gunmen in the manor through the glass doors, while running from side to side along the length of the doors. Enter the manor hallway through the glass doors.



### BACK INSIDE THE MANOR

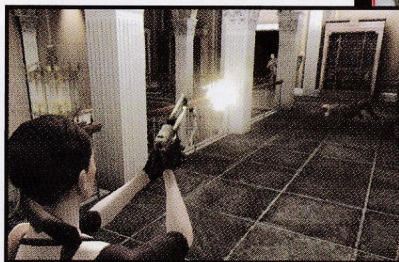
Enter the next room through the only unlocked door in the hallway. Take the three **Painkillers** from inside the nice wooden cabinet. Open the next door, but don't enter the library beyond. A large bookshelf is pushed over and crushes you if you enter too quickly. Once it falls and the door shuts again, remain in the room and wait for the cleaners who pushed the shelf over to open the door, then blast them.



### LIBRARY

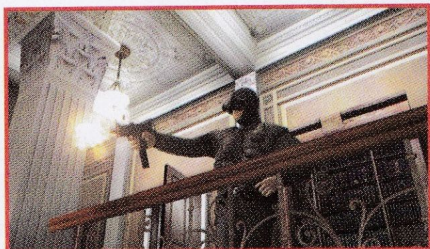
Enter Bullet Time and infiltrate the library. If you didn't kill the two cleaners from the other room, shoot the pair of gunmen on the floor now—the Kalashnikov or M4 Carbine is the weapon of choice. Then look up to the balcony that circles most of the room. Begin moving around to get a shot at the gunmen who enter through a door above the one you just came through. Be careful of the gas cans in the center of the room, because the gunmen target these. Mona enters the room with the third and fourth gunmen on the 2nd floor and begins to assist. Stand atop the leaning shelf on the back wall to get a good view of the door as the cleaners enter.

After defeating the cleaners, the commandos enter the upper walkway with Mona through a door on the long side of the room. They primarily aim for you. Help her out or allow Mona to kill them while hiding from the barrage of bullets.





After the threat is gone, Max tells Mona that they're going to move deeper into the building looking for Woden or Vlad. After this conversation, a few gunmen unlock and enter the door on your level. If you're ready for this, you can stand in the middle aisle and blow them away as they enter. Wait for three more men to open the same door, and waste them in the same fashion. Exit the library through this newly unlocked door.



Take the **Painkillers** from hall cabinets. Enter the door at the end of the hallway near the clear bulletproof barrier.

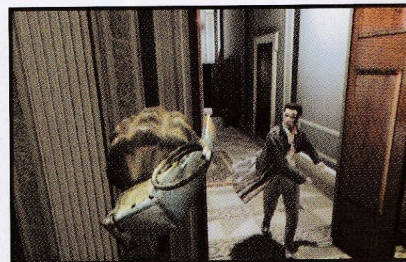
## FORMAL HALL

Enter the formal hall while in Bullet Time, and don't make the mistake of hiding behind the marble slabs. There are gas containers near them, and they'll blow you up if an enemy fires at them. Throw Grenades at the back two corners where the pair of gunmen are located. Back out of the room if you sense danger.



As soon as the two men on the floor are dead, Mona enters the back-left upper balcony and throws a man to the floor. Take out the enemies on the remaining small corner balconies. Keep moving and be prepared for the reinforcements that barge into the room through the door on the opposite side of the room. Mona assists from the balcony; she cannot die, so allow her to thin the reinforcements before jumping into harm's way.

When the room is clear, Max tells her to check the next wing. Collect all the **Grenades** and **MP5s**, and then exit the room through the aforementioned door.





# PART III:

## WAKING UP FROM THE AMERICAN DREAM



### MANOR WING 2

Enter Bullet Time, and Shootdodge sideways while shooting up the stairs to the left. Take down the gunman on the stairs. Walk up the stairs backwards, look up, and target the second and third gunmen on the 2nd floor.

### 2ND FLOOR

As you make your way up to the 2nd floor, you see two more commandos further down the hallway. Take them out and collect their **Kalashnikov**, **Striker**, **Grenade**, **Pump-Action Shotgun**, **MP5**, and **9mm Pistol**. Find the **Desert Eagle** and **Painkillers** in the corner cabinet. Enter the unlocked door at the end of the hallway, near the clear bulletproof barrier.

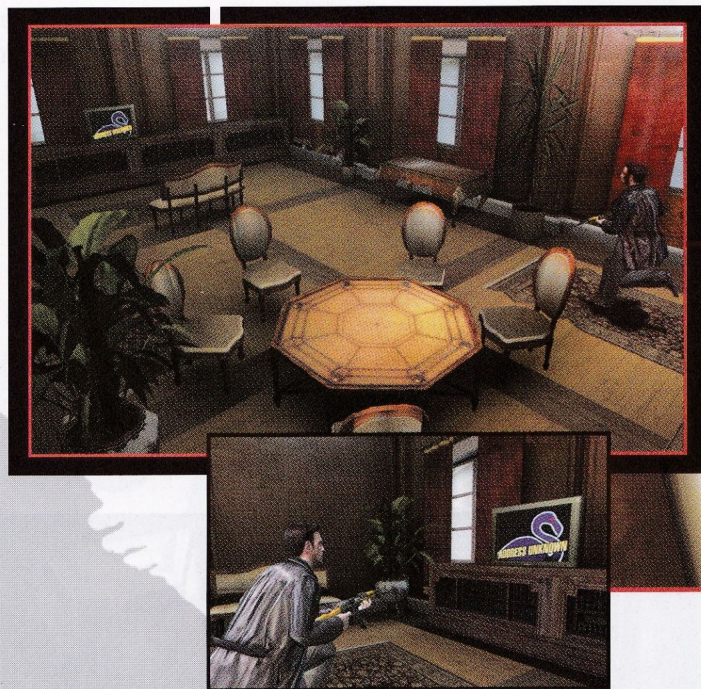


### SECURITY ROOM

Walk up to the security desk and activate the security cameras. You learn that Woden's men have switched sides and are now working with the cleaners. You see Mona shooting one of the guards to death. Keep watching the monitors. You notice that Woden is still alive in his Panic Room. Raid the Security Room for **Painkillers**, an **M4 Carbine**, and a **Grenade**.







Exit the Security Room through the next door, and enter the Rec Room. An episode of *Address Unknown* plays on the TV. Open the next door and close it. This lures a commando into the room. Blast him. Activate Bullet Time and head into the hallway before the second gunman throws a Grenade into the room. Cut him down in the hallway.



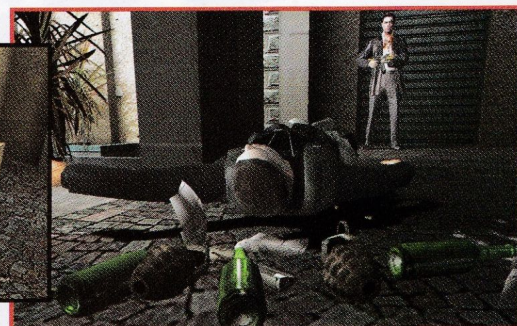
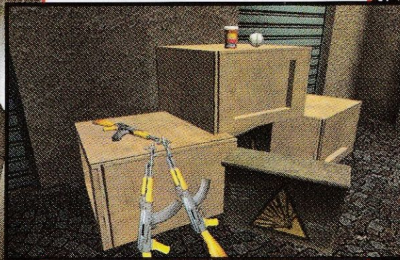
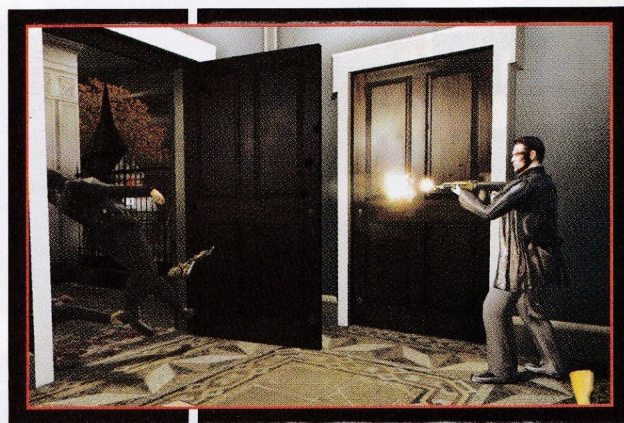
Open the only unlocked door in the hallway. The door pushes a dead body. This is the man you saw Mona shoot on the security monitor. Take the weapons dropped by defeated enemies in the entry courtyard. You should find a **Desert Eagle** and a **Grenade**. Toss some Grenades down into the courtyard to the left and clear out some of the riffraff before you head down there yourself.

## COURTYARD BATTLE



Head down the stairs in Bullet Time and take out the guards as they appear.

Underneath the balcony you just left, you can find **Kalashnikovs**, an **Ingram**, and **Painkillers** near some cardboard boxes. Keep an eye on the stairs you came down. The last gunman enters the courtyard from the door above. Pick up the many **Molotov Cocktails**, **Painkillers**, **Desert Eagle**, and **Grenades** from the last cleaner. Then head back up the stairs to the door that's now unlocked.





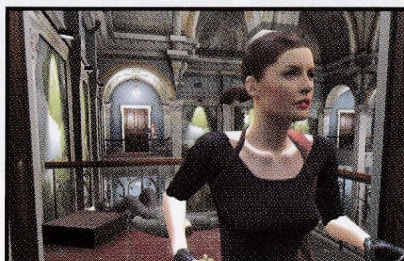
# PART III: WAKING UP FROM THE AMERICAN DREAM

## 2ND FLOOR: SEPARATED

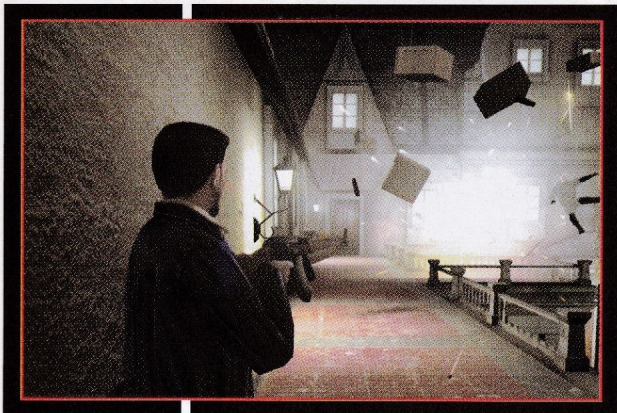
As you enter the door at the end of the 2nd level balcony, you see Mona across the large gap that was blown in the floor when you entered the manor. She executes a gunman and Max yells to her, "Woden is in the Panic Room in the back of the Manor!"



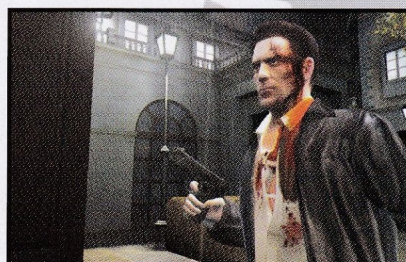
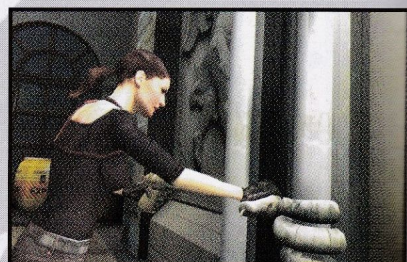
Mona runs to the back of the manor, shooting enemies as she goes. Keep up with her from the opposite side of the next room. Blow away the gunman on your side of the room, and enter the next door. You're in the small corner balcony on the top level of the Formal Hall. Enter the next door and run through the hallway. Enter the door at the end of the hallway and you end up outside.



## OUTSIDE: UPPER COURTYARD



As soon as you exit the Manor and find yourself outside, enter Bullet Time and aim for the explosives on the round balcony ahead. This blows the gunmen to smithereens as they fall to the ground below. Finish off the gunmen, and Mona does the same from the other side of the courtyard. A cinematic shows Max and Mona meeting at the large door in the courtyard.



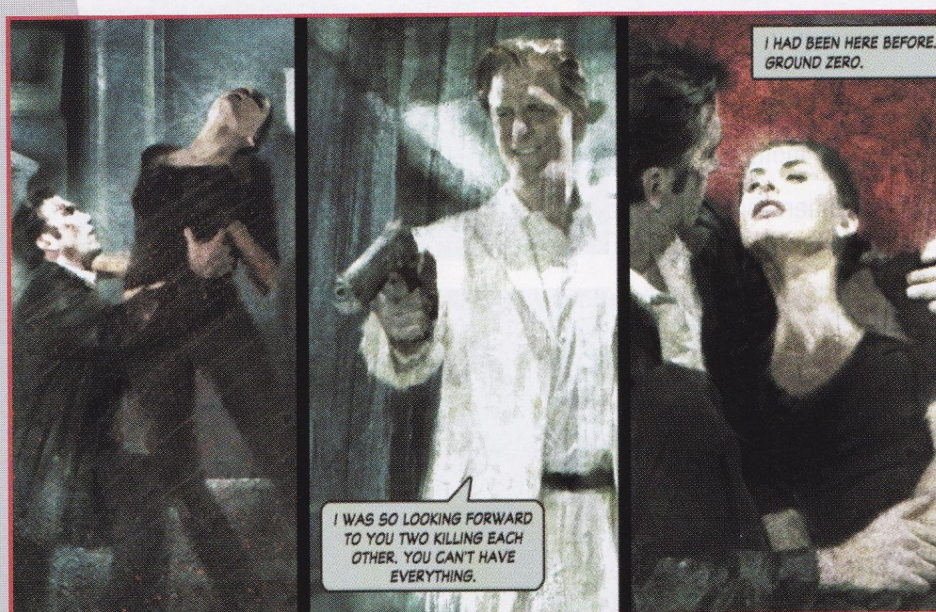
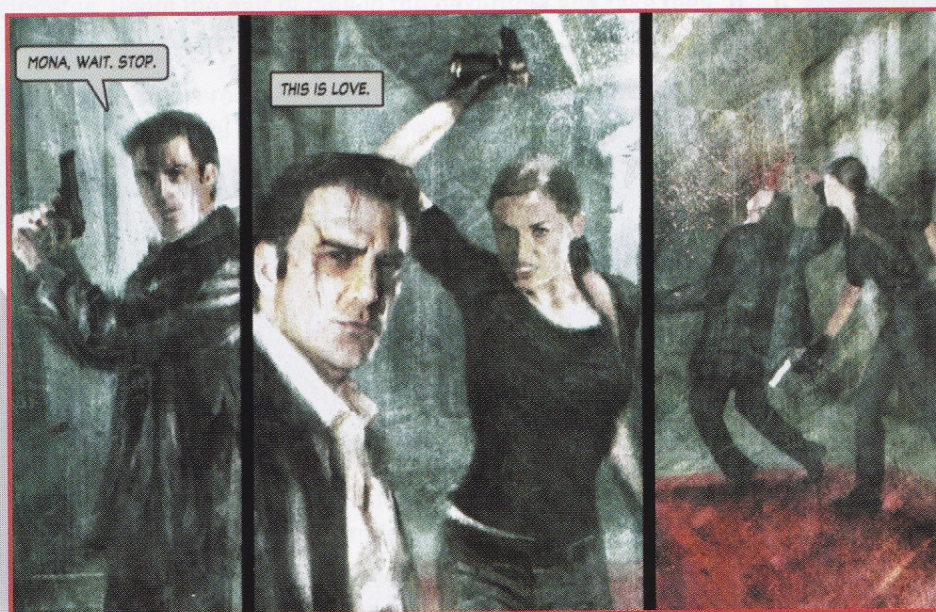


The door is locked, but amazingly, Mona finds the secret switch to open it! This confirms what Vlad said about her. She was working for Woden.

Inside the manor, Max stops Mona to question her. She pistol-whips him. She reminds Max that she told him not to come to the Manor. She says it's her job to clean up the mess, and now Max is part of it.

He throws down his gun, and she realizes that she can't kill him. Vlad appears out of nowhere and shoots her in the back!

## THE FALL OF MONA SAX





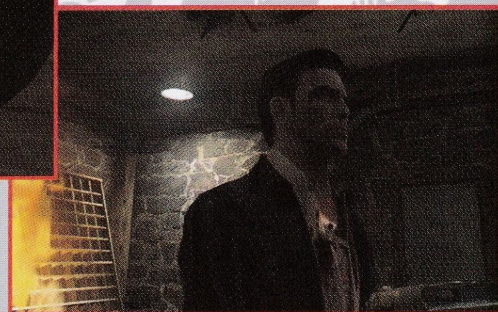
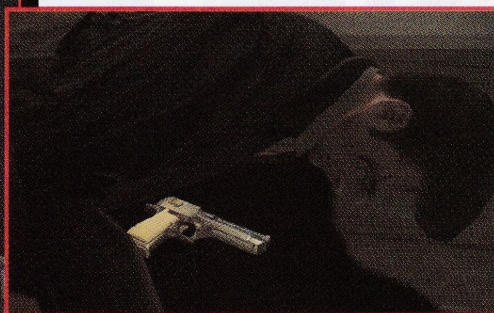
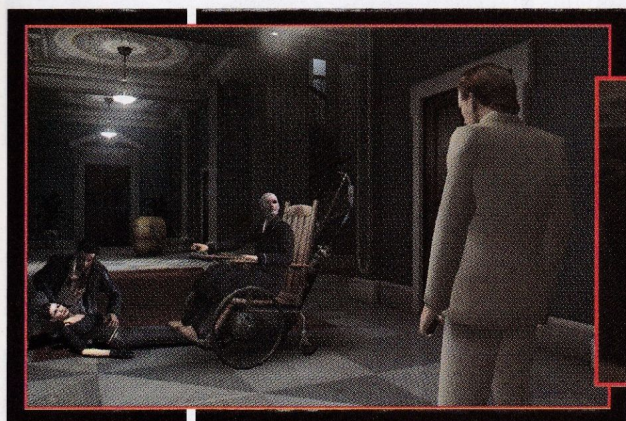
# PART III: WAKING UP FROM THE AMERICAN DREAM

## CHAPTER 8

### THAT OLD FAMILIAR FEELING

Woden leaves his wheelchair to take care of Vlad himself, but he's no match for an armed assassin. Vlad shoots him in the gut. Max and Vlad struggle for the gun, but it falls to the floor. Vlad holds another remote detonator and presses the button.

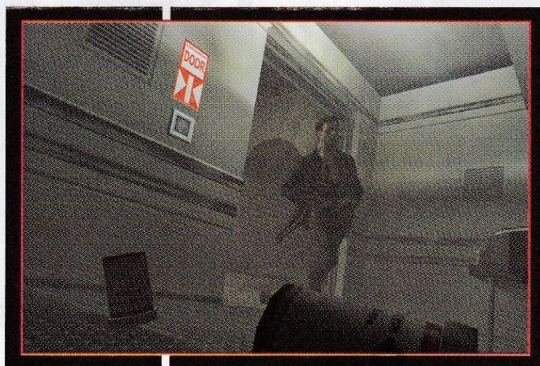
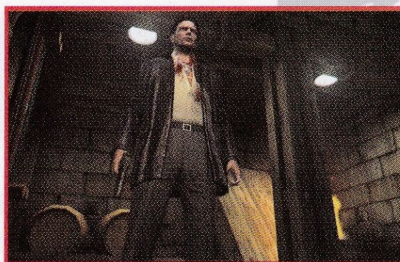
The manor erupts, and Max and Vlad fall through a hole in the floor. Vlad loses his gun. He thinks it's on the floor above, but Max is lying on it...



### PANIC ROOM

You're in the cellar, holding Vlad's Desert Eagle with 10 rounds left in the magazine. Head through the door in Bullet Time, and take careful aim for the single man in the next room. Blow him away and take his **MP5**. The entire room will explode in just a few moments!

Run into the Panic Room, and then shut the door by pulling the switch to the left. Take the three **Painkillers**. The three gunmen in the room are trapped outside and swallowed up by the explosion.

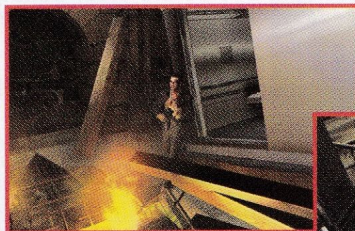




## CHASING VLAD

After the explosion, open the door and exit the Panic Room.

Head to the end of the hallway, and take the dead gunmen's **MP5**, **Kalashnikov**, and **Painkillers**. Enter the hole in the wall that leads to the narrow shaft, and shoot the gunman on the lower floor. Jump down to the lower floor, and take the dead man's **Painkillers** and **Desert Eagle**. Exit the room through the next door before the large yellow barrel of explosives detonates. Shoot the pair of men in the next room and take their **Painkillers** and **MP5**.



Exit this room before the imminent detonation of the yellow barrel of explosives that is pushed over a ledge from above—the explosion will seal the exit.

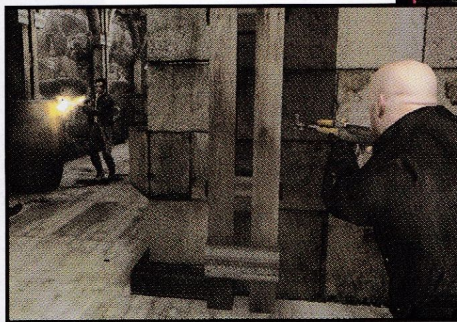
Shoot the two men in the following room and take their **Painkillers** and **MP5**. Exit through the door on the opposite side of the room before the barrels explode and seal the exit.

In the following tall chamber, Vlad exits the room through a door on the upper walkway. Climb the wooden stairs to the top walkway. Remain at

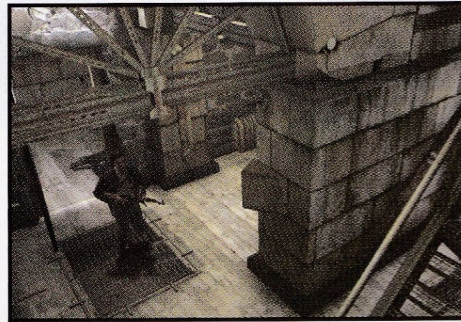


the top of the stairs until an explosion removes a corner section of your walkway. Quickly jump the corner gap, and continue to the opposite side of the room. Head through the metal door and run through the next corridor before the entire room is engulfed in flames.

Continue at a rapid pace, and enter Bullet Time as you near the end of the corridor. Gun down the two cleaners there, then take their **Kalashnikovs** and **Painkillers** before heading into the next room through the metal door to the next room.



Shoot the man under the stairs, climb the stairs, and push through the wooden door at the top. Continue to run in Bullet Time as you head up the Manor stairs, blowing away the two men on the first landing.



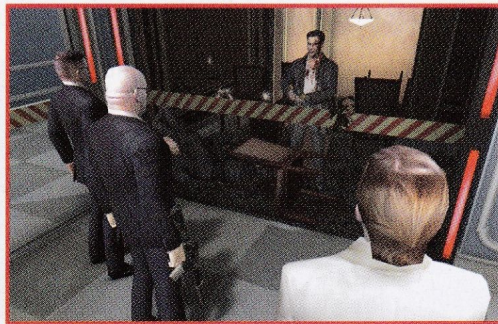


## PART III: WAKING UP FROM THE AMERICAN DREAM

Run past their fallen bodies to take the **Ingram**, **M4 Carbine**, and **Painkillers**. Try to leave Bullet Time going as long as you can, because one of the men on the staircase may throw a Grenade. Shoot the last guy at the top of the staircase through the pile of chairs beside the clear bulletproof barrier.

### BULLETPROOF BARRIER

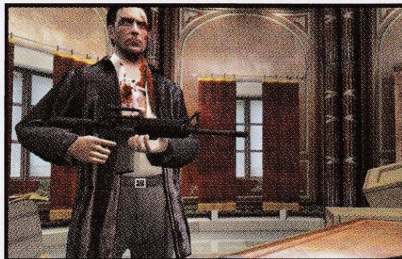
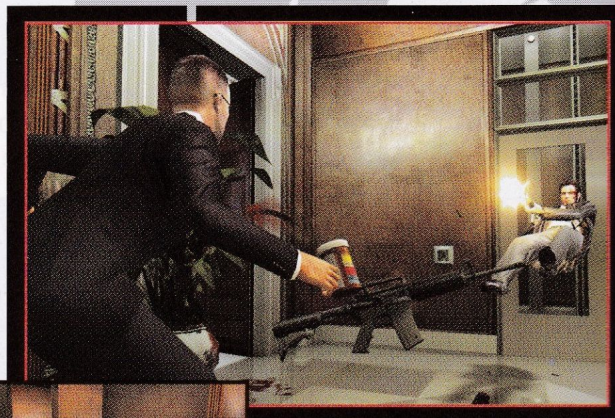
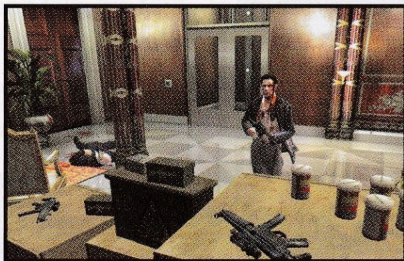
Vlad and a couple of his henchmen stand on the other side of the barrier. Vlad yells at Max and begs him to just die or give up. Before the bulletproof barrier lifts, Vlad and his men escape into the next room. When he does this, his two guards stay behind and then enter the next room through the adjacent barrier.



### WODEN'S OFFICE

When the barrier slides open, enter Bullet Time, head into the hallway, and rush into the room Vlad escaped into. Blow away the three men in the room and start collecting all the goodies. You find **M4 Carbine Ammo**, an **M4 Carbine**, an **MP5**, and **Painkillers**.

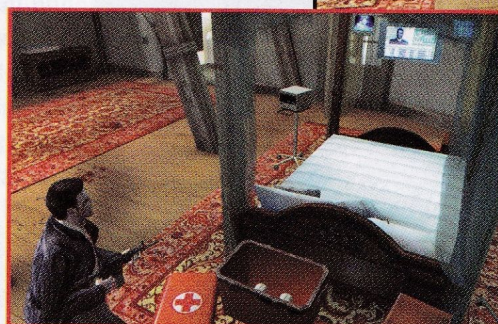
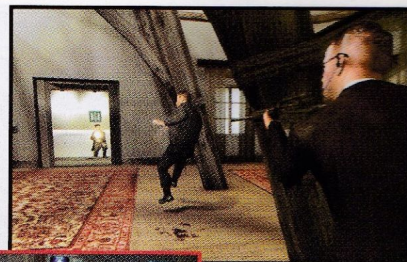
Turn on the TV to hear an interesting news report and some commercials. Then activate the answering machine on the phone to listen to yours, Mona's, and Vlad's messages to Woden. Press the button near the wheelchair elevator to open the door. Once you're inside the elevator, press the Up switch. Crouch down, use Bullet Time, and open fire on the gunmen in Woden's bedroom as soon as the doors open.





## WODEN'S BEDROOM

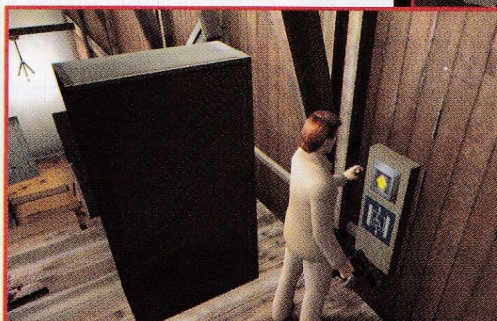
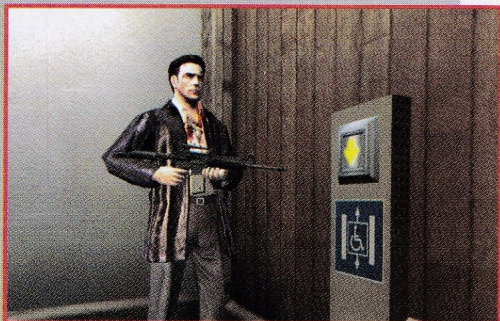
After defeating two men on the floor level in Woden's bedroom, exit the elevator and take aim for the gunman on the upper walkway. You see Vlad escape into the next room at the end of the upper walkway. Find the **Painkillers** in a container at the foot of Woden's bed.



## WHEELCHAIR LIFT HALLWAY

As soon as you enter the doorway under the upper walkway in Woden's bedroom, the stairs in the hallway explode. You see a gunman and Vlad on a platform high above at the end of the long hall. You cannot kill Vlad at this point, and he'll appear on the platform often, but you can lay down fire to force him back into the small room above.

Press the switch to bring down the lift from the upper platform. Occasionally Vlad will press the switch on his end to prevent you from riding up to meet him. He uses the sliding cabinet as cover as he makes his way toward the lift switch. He tries to stop the lift only once. After that, he just runs into the open to fire at you.





# PART III:

## WAKING UP FROM THE AMERICAN DREAM

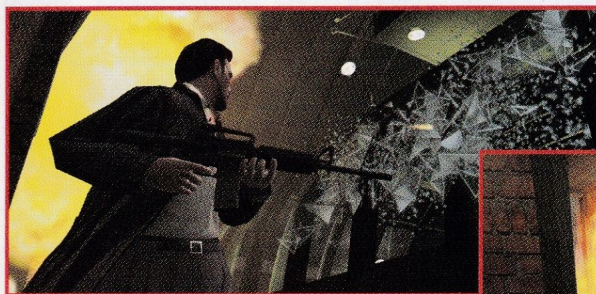
There are a few commandos on the platform with Vlad. They enter the platform from the room beyond and often duck into the small room above the bedroom. Blast these commandos the first chance you get.



Remain by the bedroom/hallway door and easily dodge Vlad's bullets by strafing back into the bedroom. Once the lift has lowered to the floor level, get on it and press the button to ride it up to Vlad's platform. Enter Bullet Time and keep an eye on the door behind the platform. Blast anyone who enters your view. Collect the **Kalashnikovs** and go through the metal door.

### BOSS BATTLE: VLADIMIR LEM

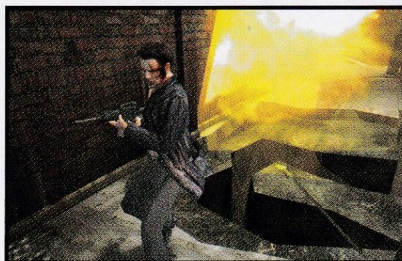
As you enter the attic, a cinematic shows Max shooting at Vlad as he climbs atop a platform above a very large skylight. Vlad tosses a Molotov Cocktail down at Max. The platform in the wheelchair lift hall is engulfed in flames. You're stuck in the attic with Vlad until he's defeated.



Vlad runs his mouth from the platform above the skylight. He begins tossing down bombs with short timers. If you need ammo at any time during the battle, enter the door near the dead guard. But don't stray too far into the room, because there are flames just beyond the door. On the steps, you find **M4 Carbine Ammo**, a **Desert Eagle**, **Desert Eagle Ammo**, an **MP5**, and **MP5 Ammo**.

### STAGE 1

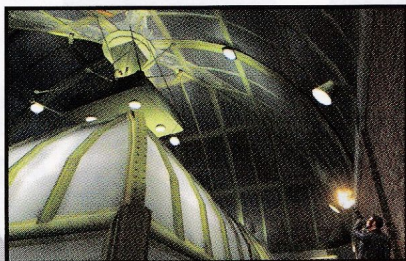
You can run around the entire room, circling the skylight to avoid the bombs that Vladimir throws down. Later in the battle, you must watch your step because his bombs destroy the floor and there may be a gap large enough to fall through. At first, these gaps are small enough to jump over; however, they eventually become larger and you must walk along the edge of the hole and the wall.



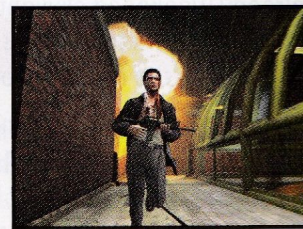
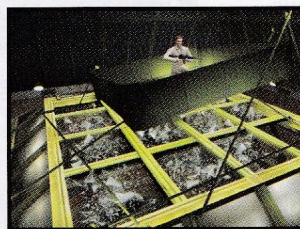
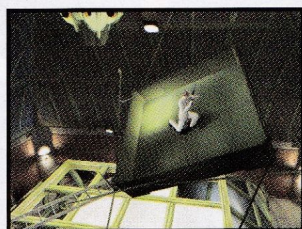
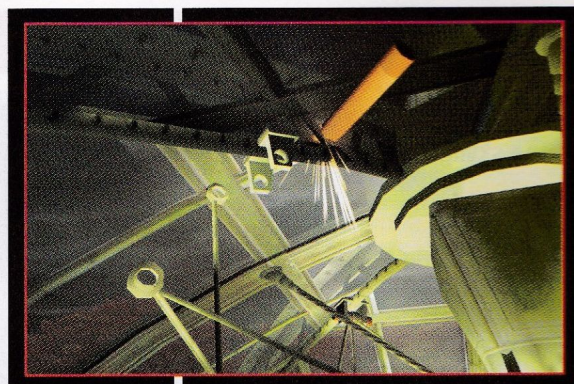


Avoid Vlad's bombs, while stopping to take aim and shoot at the pegs that hold the four poles supporting Vlad's platform. The M4 Carbine is the weapon of choice. The pegs are located at the top of the poles, where they connect to the ceiling. It's a very long-range shot.

When enough rounds hit a peg, it falls out and the pole drops.



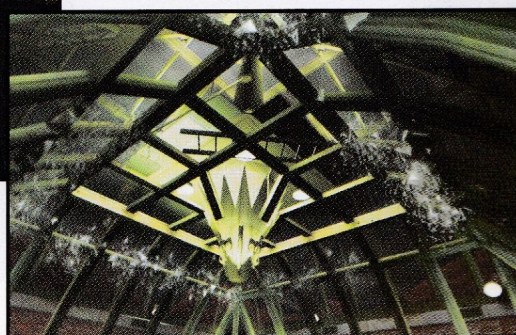
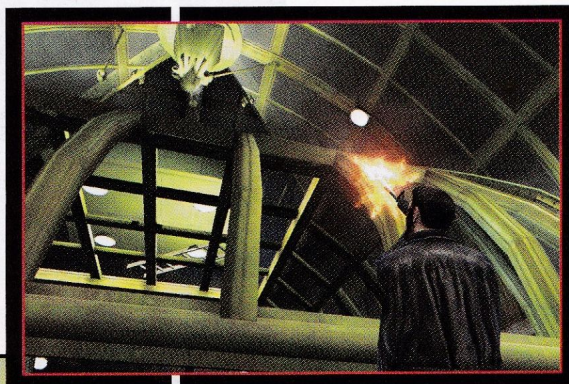
Run around the skylight to get a good angle on all four pegs. When the fourth one is knocked loose, Vlad's platform drops to the top of the skylight. Use Bullet Time to buy time between Vlad's bomb attacks.



## STAGE 2

Stage 2 is similar to the first. You must shoot the four pegs out of the poles that hold the spire in place. Vlad is still on the platform that's now resting on top of the skylight. Work your way around the room at a faster pace, because he's throwing bombs much more frequently. Use Bullet Time to give yourself extra time to shoot between bomb attacks. Once you've shot out the four pegs holding the spire,

it falls. However, it doesn't impale the Vladinator.





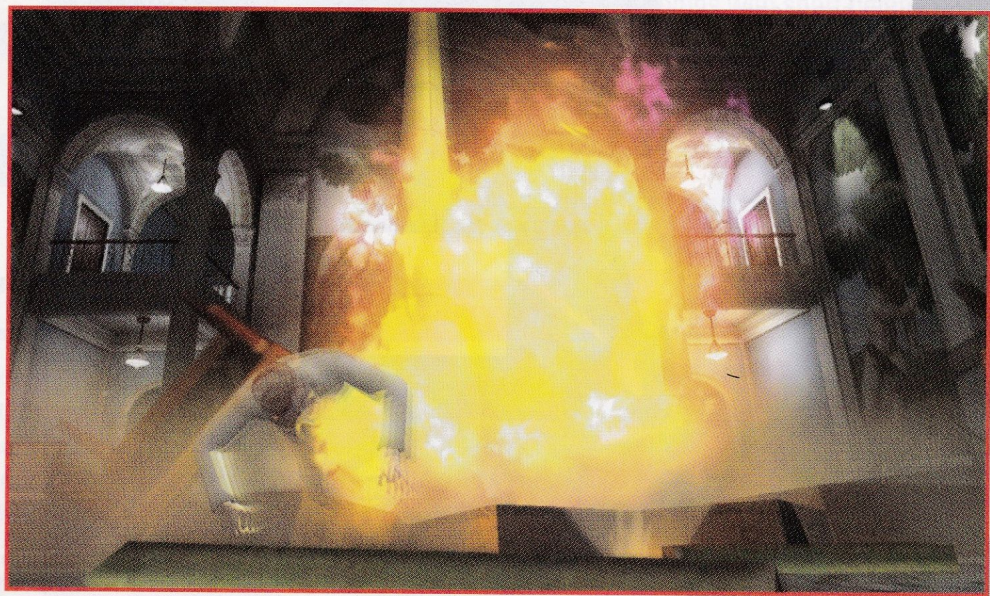
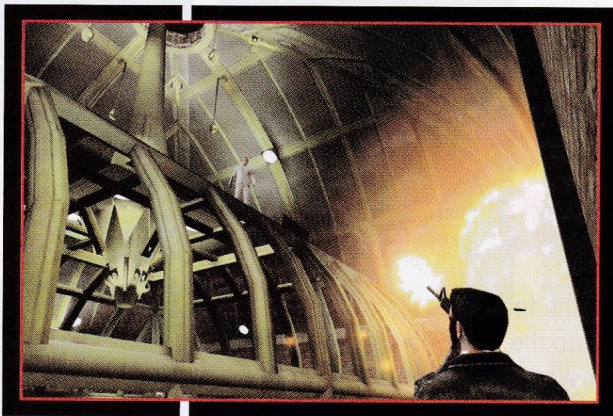
# PART III:

## WAKING UP FROM THE AMERICAN DREAM

### STAGE 3

Vlad shows his face along the top of the skylight. He fires some rounds at you and tosses Molotov Cocktails. As soon as you see him, enter Bullet Time and start unloading on him with the M4 Carbine. He cannot withstand too much of this assault, and eventually he falls back on the spire. Vlad's extra weight is too much for the already weakened skylight supports, and both he and the spire plummet to the Manor floor.

Vlad is dead. Max Payne lives another day. You've won the game. Enjoy the ending!

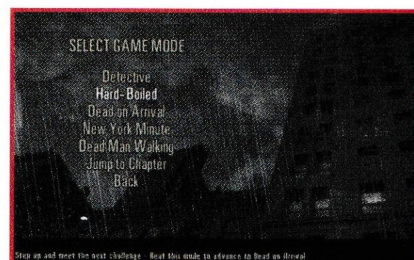
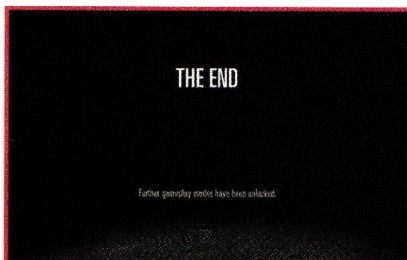




# BONUS GAMEPLAY MODES



Once you complete the game in Detective mode, the Hard Boiled, New York Minute, and Dead Man Walking modes are unlocked. You must finish Hard Boiled mode to unlock Dead On Arrival mode. Here are the specifics on the various modes.

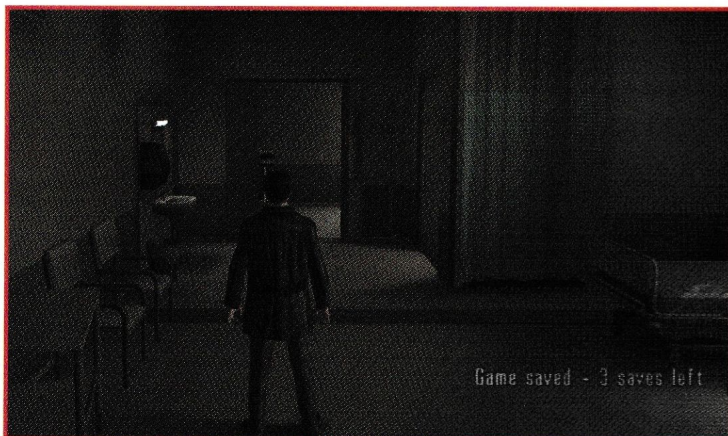


## DETECTIVE MODE

Detective mode is the only gameplay mode available when you begin *Max Payne 2: The Fall of Max Payne*. The game has a self-adjusting skill level system, similar to the one in the original game. Enemy behavior and aggressiveness will change depending on your skill level, making for a more balanced game. If you struggle through some chapters, the enemies will take it a little easier on you. Likewise, if you walk all over the enemy, they become more aggressive. Completing Detective mode unlocks all other modes except Dead On Arrival.

## HARD BOILED MODE

You unlock Hard Boiled mode by completing Detective mode. Hard Boiled mode is the exact same game as Detective mode, without the self-adjusting enemy skill level. The enemies' skill level is set to the maximum throughout the entire game.





# PART I: THE DARKNESS INSIDE

## DEAD ON ARRIVAL MODE

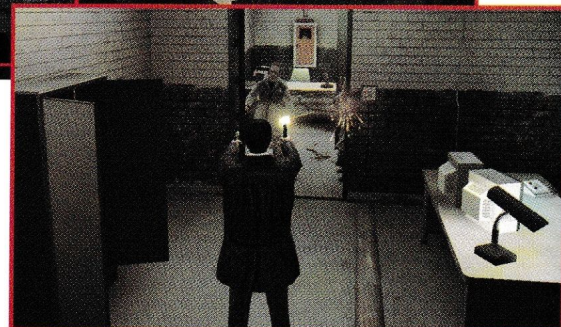
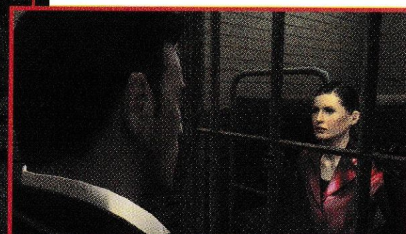
Dead on Arrival mode is unlocked when you complete Hard Boiled mode. The gameplay in this mode is exactly as it is in Hard Boiled; enemy skill level is set to maximum. However, you have a four saves in each chapter. This makes it more crucial to find all Painkillers and retain as much health as possible throughout the level.

## NEW YORK MINUTE MODE

Complete the game once in Detective mode to unlock New York Minute mode. All parts and chapters are unlocked and selectable. A clock keeps track of how long it takes you to progress through a chapter. When the chapter is complete, you enter a results menu screen that shows your best time.

On the results screen, you can re-enter the same chapter to try to beat your time, enter another chapter, or back out and try your hand at another part. The results screen records your best time and your last attempted time.

The key to getting a low time is to run as quickly as you can through the level and defeat all enemies. Each defeated enemy subtracts two seconds from the clock. Bullet Time and Shootdodging slow the clock. The only thing you earn by getting an awesome time is bragging rights.



## DEAD MAN WALKING MODE

Dead Man Walking is a deathmatch mode. You cannot win the challenge; you just have to survive as long as you can.

The challenge begins with a single enemy, and as it progresses, an increasing number of enemies spawn onto the map. Defeated enemies are revived in five seconds. (You hear a whining sound like a defibrillator zapping life back into the dead.) No one truly dies, and more enemies are spawning as the dead continue to rise and attack again.

Two seconds are added to the clock for each enemy killed—the complete opposite of New York Minute mode. The goal is to see how long you can survive. For tips on Dead Man Walking, see the following chapter, "Dead Man Walking Tactics."

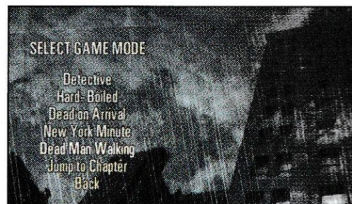




## DEAD MAN WALKING TACTICS

As explained in "More Gameplay Modes," Dead Man Walking is a death-match game. You cannot win the challenge; you just have to survive as long as you can. Two seconds is added to the clock for every enemy killed.

The goal is to see how long you can cheat death. Defeated enemies are revived after five seconds, and the enemy numbers continually increase as more and more enemies spawn onto the map.



There are five maps to play on: Manor Yard, Construction Site, Manor Garden, Used Car Lot, and Scaffolding (Condemned Building exterior construction site). The enemies in all the challenges are armed with Pump-Action Shotguns, M4 Carbines, Strikers, and Kalashnikovs. You should pick up these weapons as soon as the enemies are eliminated, or when it's safe to do so.

### MANOR YARD

You begin the Manor Yard challenge standing behind the same black van as you did in Part III, Chapter Seven, "Love Hurts." However, in this challenge the van is locked and you can't obtain any items from within. The enemies begin to spawn on the opposite end of the courtyard. The 13 glowing

white circles on the ground are the enemy spawn locations. There are three medical supply containers holding three Painkillers each.





# PART I: THE DARKNESS INSIDE



A large cache of explosives and Kalashnikovs can be found in the pile of crates near the black van, in the middle of all the enemy spawn locations. Collect the weapons as soon as possible, and avoid being near the weapons cache when the area is crowded with enemies. When bullets begin to fly, it's very dangerous to be around the explosive barrel amongst the weapons cache.

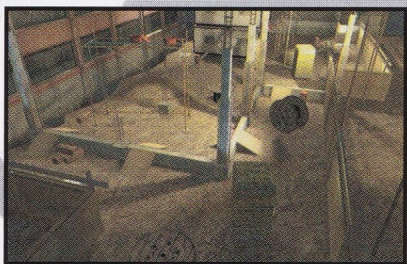
Use Bullet Time every chance you get. As you get into the zone and mow down an increasing number of enemies, Bullet Time will continually grow and turn darker shades of yellow. When you're on a roll, Bullet Time will continue throughout the battle. But eventually you will die; there's no way around it.







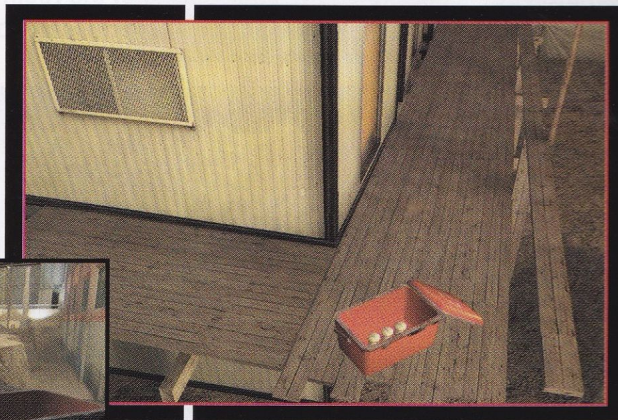
## CONSTRUCTION SITE



office (also near the ditch).

Finally, there are two containers of Painkillers on the top of the scaffolding near your starting position. Shoot the bottom of the containers to knock 'em off. Try to stay out of the ditch once you have obtained the Painkillers; remaining there is a deathtrap. Continue to run around the perimeter trying to catch the spawning as it happens while in Bullet Time.

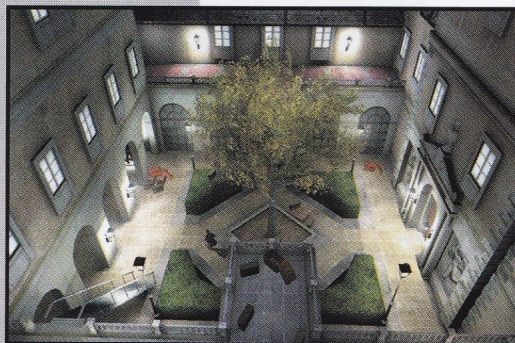
There are three enemy spawning circles very close to the location where you begin the challenge. The enemies begin spawning on the opposite end of the construction site. To your left is a large ditch, and at the end of the ditch is a container of Painkillers. Painkillers can also be found in a container on the ledge above the end of the ditch. Another container of Painkillers is located on a raised walkway that circles the construction



## MANOR GARDEN

Manor Garden is a tough little challenge. The map is small, and there's nowhere safe to hang out for very long.

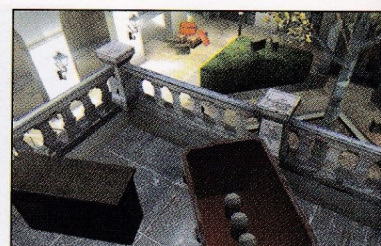
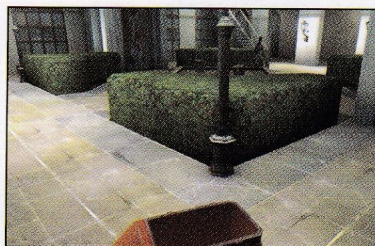
As soon as you begin the challenge, run straight ahead and take the Painkillers from the container in front of the archway and the one behind it. The first enemy appears on the spawning circle in the same corner, so be prepared to blast him as you rush for the containers.





# PART I: THE DARKNESS INSIDE

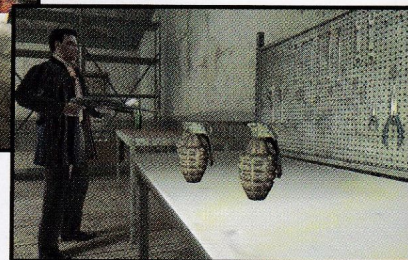
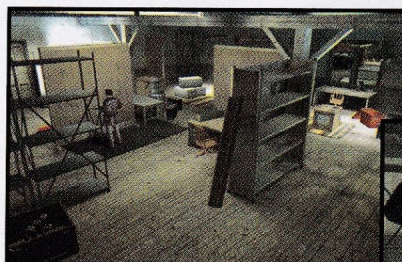
Another Painkiller container is located on the opposite side of the garden, near a corner archway. The last container is up the stairs, on the balcony that extends from the upper walkway. Don't wait too long to get the Painkillers on the balcony, because they're surrounded by explosive ammunition boxes. There are also two spawning locations on each end of the upper walkway. They start spawning enemies about a minute and a half into the challenge.



## USED CAR LOT

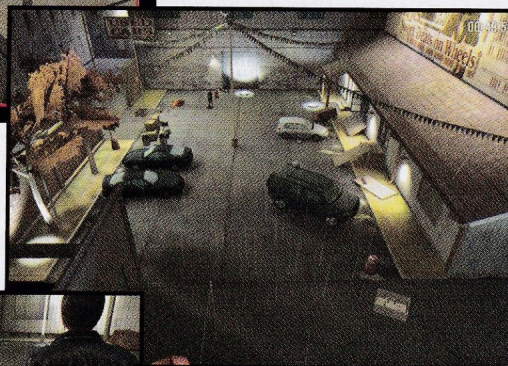
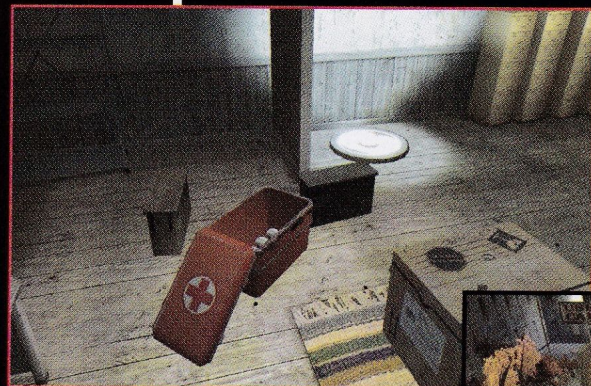
You begin the Used Car Lot challenge inside the office structure where you first started protecting Vinnie in Part III, Chapter Four, "Dearest of All My Friends."

As soon as you begin the challenge, there are a couple of tables to your left with Molotov Cocktails and Grenades. Grab 'em! Behind the partition where you begin is a locker that's practically sitting on an enemy spawning circle. Inside the cabinet are two Painkillers. In the back corner of the room is a cardboard box containing four Molotov Cocktails. A container of Painkillers is on the floor near the right-front window.



The enemy begins appearing outside, but the second spawning appears inside the office. It's best to collect all the supplies you can, as fast as you can, and then jump out the window and do your fighting in the parking lot.

Outside in the parking lot, there are only a few enemy-spawning circles. You can find a container of Painkillers and a crate of Grenades to the right of the large parking lot gate. Keep your eye on the spawning locations, and use cars for cover. Contain the outside area. Try not to walk in front of the office windows, because all the spawning enemies inside will be trying to get a shot at you.





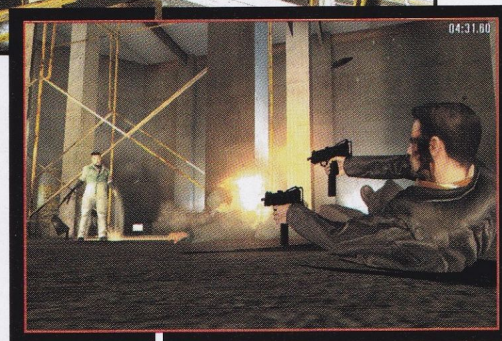
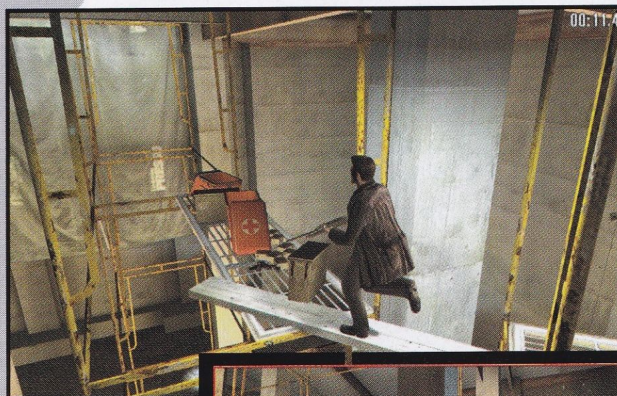
On the opposite end of the parking lot, there's a small fenced corner with a container of Painkillers inside. Near this fenced-in corner, toward the used car office, you'll find a crate of Molotovs and Painkillers.

## SCAFFOLDING

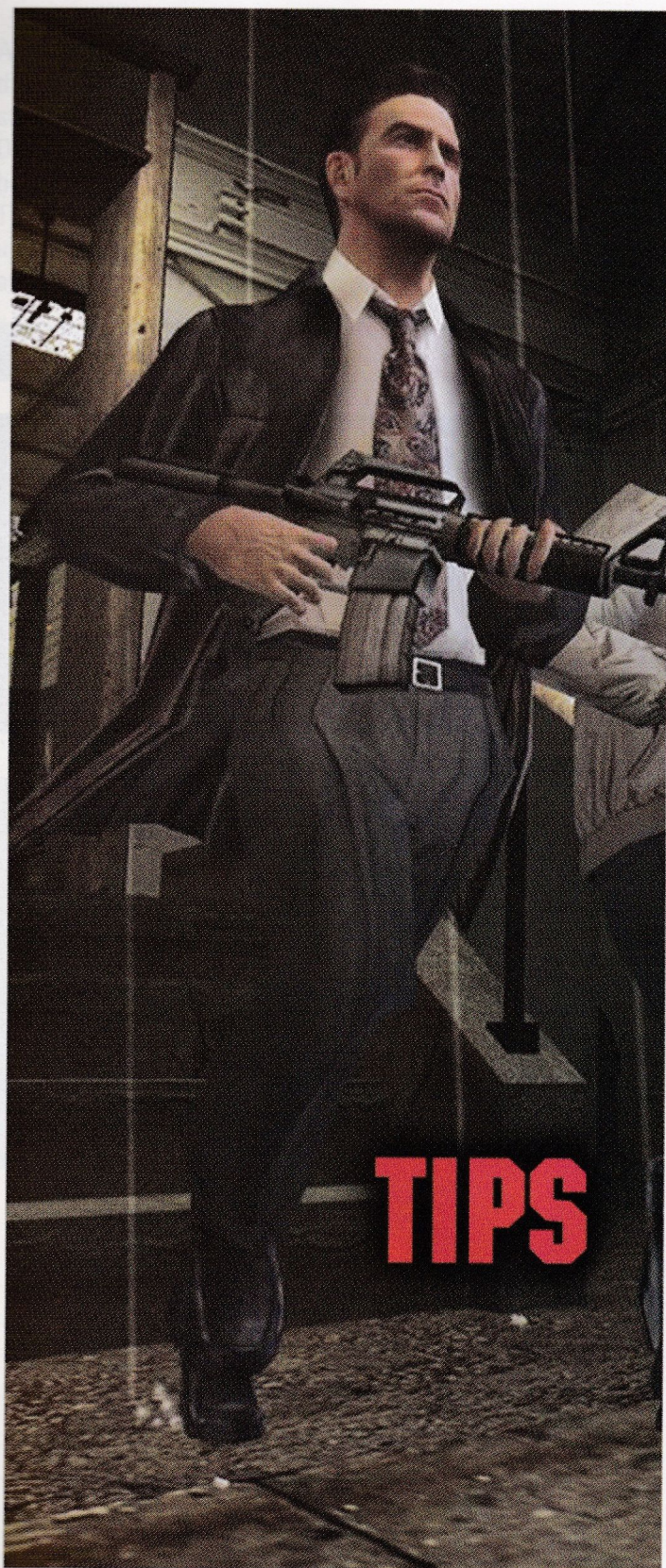
This challenge takes place in the construction yard where Mona completed Part II, Chapter Six, "The Genius of the Hole." A wealth of items are located on the top tier of the large scaffolding in the middle of the map. It's best to acquire this stuff before there are too many enemies shooting at you. The grating below your feet offers very little protection from bullets.

On the scaffolding, you find loads of Ingrams and Ingram Ammo, as well as a container of Painkillers. There are also a couple boxes of explosives amongst these goodies, so don't stick around for too long. There are many explosive crates and barrels lying around the yard. Make sure to keep moving, and never stop near any of these hazards. There's only a single crate of Painkillers on the ground level.

The key to this challenge is to keep moving and follow the line of enemy-spawning circles while blasting the enemies as they appear. Keep circling around the yard, and use Bullet Time as often as possible.





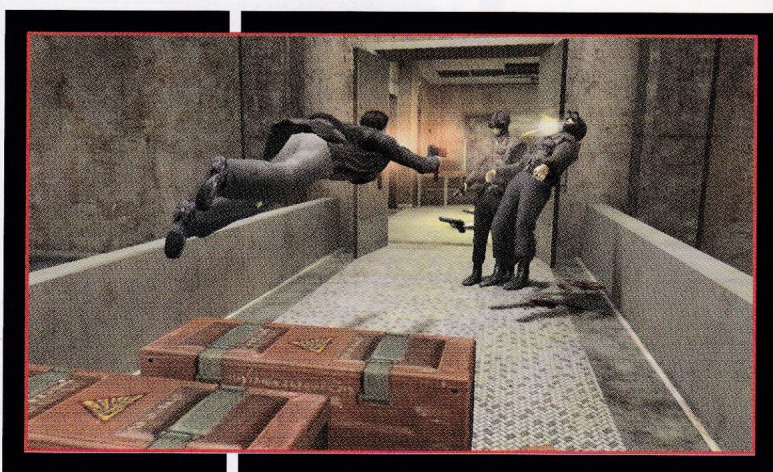


# TIPS

## BULLET TIME & SHOOTDODGING

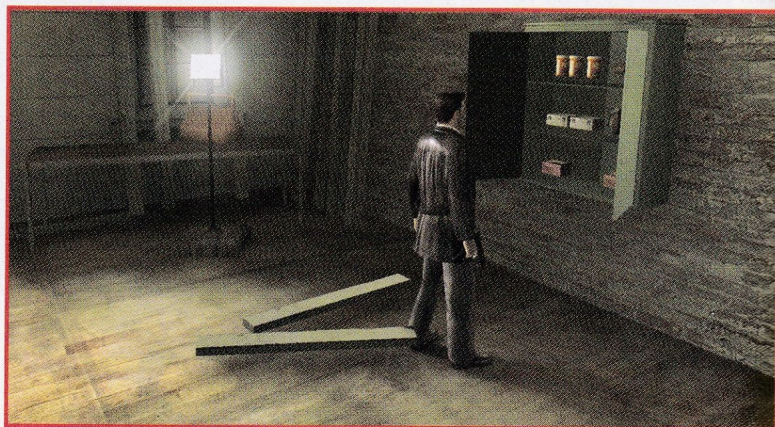
The biggest advantages that you have over the enemy are Bullet Time and Shootdodging. Make sure to use them often and wisely. Conserve your Bullet Time energy by turning it off when the threat level has been reduced. Simply turn it off by pressing the Bullet Time button again while in Bullet Time.

Beginners may want to enable the Bullet Time Aid option, found in the Game selection in the Options menu. This will keep you from accidentally activating Bullet Time in situations that don't call for it.



## PAINKILLERS & WEAPONS

Search every level thoroughly for Painkillers and weapons, in addition to the ones dropped by defeated enemies. The walkthroughs have a very thorough accounting of all Painkiller and weapons locations.





## AUTOMATIC RELOAD VS. MANUAL RELOAD

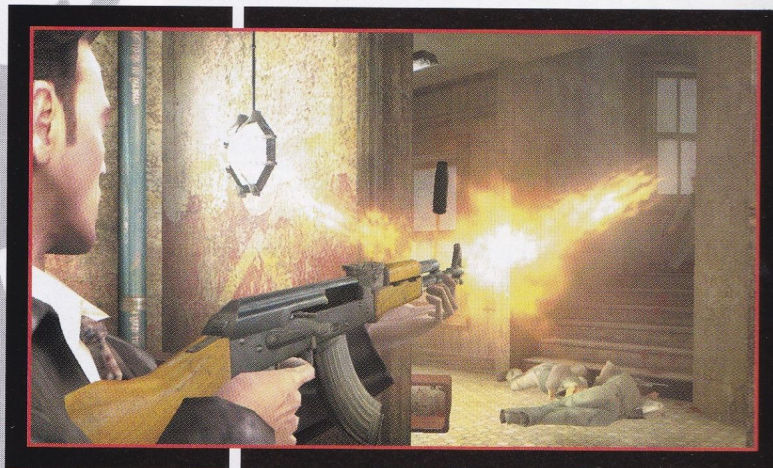
Don't always rely on the automatic reloading feature. An automatic reload occurs only when the weapon you're firing is empty. If you're about to enter an area full of enemies and your gun is close to empty, the time it takes to reload could be exactly the amount of time it takes to pound the last nail into your coffin. Always perform a manual reload just before entering new areas.

## STORY ENLIGHTENING DEVICES

Take the time to answer all telephones, activate all answering machines, and listen to all television programs. Inspect all items that appear to have a purpose to the story, like the spy camera in the sniper's apartment across from Max's. These things hold pieces to the overall story that you can miss if you don't take the time to investigate them.

## CROUCHING

Never underestimate the advantages of crouching. It cuts your targeting size in half, making it more difficult for the enemy to hit you. You can duck-walk while crouching, so you're not stuck once you decide to crouch. Enter Bullet Time, crouch, shoot, and move from side to side to avoid oncoming bullets.





# **PART I:**

## **THE DARKNESS INSIDE**

### **SAVE OFTEN**

Save your game every chance you get: before entering new areas, prior to making difficult jumps, just after collecting Painkillers, and always following a difficult battle. This will keep you from having to repeat the same sequence of steps over and over until you get past a difficult area.

### **EXPLOSIVE BARRELS AND AMMO CRATES**

Always be on the lookout for explosive barrels and ammo crates. Shoot them to blow up any enemies that linger around them. Likewise, you should never stand near explosive objects during a firefight. Sometimes, shooting these explosive objects will reveal more items or create a hole in the wall that's big enough to walk through.

### **THE RIGHT WEAPON**

You don't always have a wide variety of weapons to choose from, but when you do, make sure to use the right weapon for the right situation. When you're battling up close in small room-to-room situations, use shotguns and pistols. When you're outside or in large rooms, use submachine guns and pistols. When it's a long-distance firefight, use machine guns and sniper rifles. When a large group of enemies is present, consider using explosives.

### **SHOOTDODGE PRONE POSITION**

If crouching reduces your vulnerability, imagine what lying down does. Anytime you perform a Shootdodge, you have the option of staying on the ground when you land. Simply hold the Shoot button when you hit the ground, and Max will stay there until you release the Shoot button or the weapon is empty. While lying down, you can aim 360 degrees around you and take out multiple enemies.

### **KEEP MOVING**

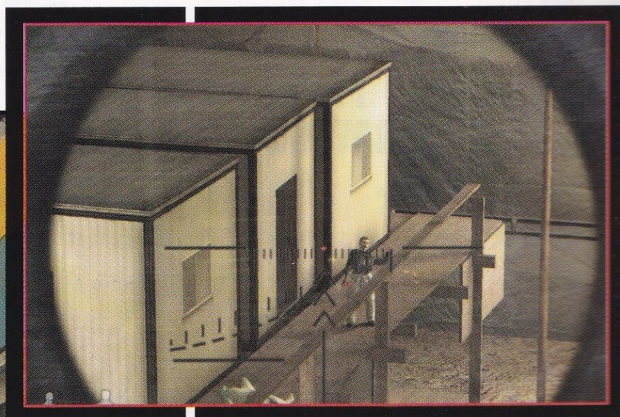
You're a much harder target in a firefight if you keep moving. Adding Bullet Time to your run increases your chances for survival, and adding Shootdodging and normal dodging tactics makes you that much more untouchable. Use cover whenever possible, such as cars, corners, pillars, shelves, crates, etc.





## BULLET TIME SNIPING

Using Bullet Time while sniping not only buys you more time between enemy bullets, but it also gives you more time to line up deadly head shots.



## HEAD SHOT

Some enemies are more difficult to defeat than others. Commandos wear body armor, for example. Always aim for the head, because no enemy is immune to this attack.



## STAND AND FIGHT

When you're confronted by many enemies at once, instead of giving in to the natural instinct to run, attack them head-on. The more enemies you kill, and the quicker you do it, the more Bullet Time you earn. The more Bullet Time you earn, the darker the Bullet Time hourglass turns, and the slower time gets.



# MAX PAYNE<sup>®</sup> 2

## THE FALL OF MAX PAYNE

### MAX PAYNE<sup>®</sup> 2

#### FALL OF MAX PAYNE

#### OFFICIAL STRATEGY GUIDE

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